PLAYSTATION® MAGAZINE

PS2

PLAYING PS2 LONGER, HARDER, FASTER

ISSUE 77 ■ MAG+DVD ■ £3.99

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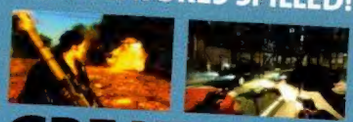

GREAT NEW GAMES

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Shock report inside!

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HAZE

A world-first hands-on with the amazing new PS3 shooter from the makers of TimeSplitters.

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THIS MONTH YOU NEED TO READ...

TAKING LIBERTIES

GTA: LIBERTY CITY STORIES

LCS makes its way from handheld to full-size console – but is the gameplay strong enough to cope? We reveal all.

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JUST BRILLIANT

JUST CAUSE

Bigger than every *GTA* combined – we parachute in for a exclusive hands-on with potentially the best PS2 game of 2006.

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SPY HUNTER

Can you smell what the Rock is cookin'? We sniff out his all-action drive-and-shoot-'em-up in our exclusive hands-on play and interview.

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PS3 – NOT LONG NOW

As we gear up for the most exciting console launch in history, PSM2 sorts the latest PS3 facts from wild rumours.

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EVERY GREAT GAME FROM E3

That's right – *Metal Gear 4, Tony Hawk's Project 8, Assassin's Creed, Indiana Jones, Haze, Warhawk...* the list goes on. See every big next-gen game and spy-cam footage from E3 in the comfort of your own living room. Brilliant, eh?

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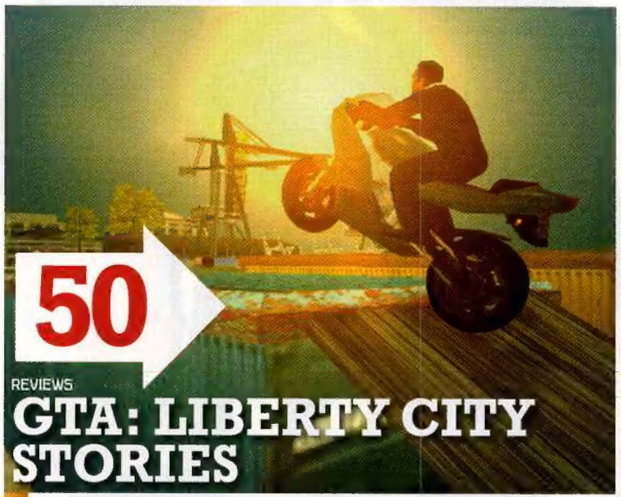
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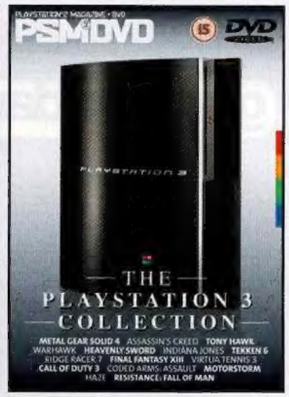
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HAZE RESISTANCE: FALL OF MAN

PLAYSTATION 2 MAGAZINE

PSM2

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NEW GAMES. NEW MACHINES. A NEW WAY OF THINKING. AND A BRAND NEW LOOK FOR PSM2.

It's been a month of changes here on PSM2. PlayStation 3 is starting to seem like a reality (rather than some kind of spacepod beamed backwards through time). Games are changing from "Tsk, obviously made up pre-rendered footage," to "I've played that and it's brilliant." And we're even resigned to paying £425 for the privilege of playing those launch games (see page 15 for the line-up). But perhaps the biggest shift is the changing climate of how we (and how you) will perceive and use PlayStation 3. It seems that none of us knew the half of it. Oh, and there's a final big change for you that we're going to leave until last.

Yes, it seems that PlayStation 3 isn't a games console after all. And while this may sound like Sony boss Ken Kutaragi up to his old tax-dodging tricks again, this time we can see his point. When you're watching movies, playing games, surfing the net, listening to music, downloading content you'd normally associate with 'a TV' and firing the lot around the world to your PSP (and these are all confirmed features for PlayStation 3) then you have to wonder just what PS3 is. As we type, we're watching a World Cup game not on the TV but streaming from the net. The days of actual 'broadcasting' (putting data into the air and making you grab it and watch it as it flies by) are numbered. Sooner than you think you'll be selecting your entertainment from a (regularly updated) menu and choosing what you want to watch when you want to watch it. It's no fantasy. The likes of Sky+ have already 'time shifted' content for millions, and the Location Free TV feature of PS3 will soon be 'place shifting' all this entertainment too, giving you 'your stuff' any time and anywhere. Ken and Phil even reckon PS3 will replace the PC (see page 14). Nice idea, but we don't fancy typing the next issue of PSM2 with a joypad, thanks. And speaking of the next issue of PSM2... From next month, PSM2 becomes PSM3. A new name and a new improved mag. Don't worry. We're all still here (and loving what we do), but we're making the magazine bigger and better for you. Turn to page 24 for more.

So welcome to the last PSM2 – and keep an eye out for that new look logo (and shiny new bag) on July 27th. Change is good. We're sure you'll agree. **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. Which is usually last thing on deadline. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazin... Is anyone reading this? It's the last one ever. Ever. Write to us if you do. <sniff>. Bye!

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ON THE DVD

VIDEO ON DVD

PSM DVD
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METAL GEAR SOLID 4 ASSASSIN'S CREED TONY HAWK
WARHAWK HEAVENLY SWORD INDIANA JONES TEKKEN 6
RIDGE RACER 7 FINAL FANTASY XIII VIRTUA TENNIS 3
CALL OF DUTY 3 CODED ARMS: ASSAULT MOTORSTORM
HAZE RESISTANCE: FALL OF MAN

LATEST

Just in! The latest vids

CODED ARMS: ASSAULT

- RIDGE RACER 7
- TEKKEN 6
- AFRIKA
- VIRTUA TENNIS 3
- NAUGHTY DOG
- LEGO STAR WARS 2

HANDS ON

Exclusive footage from all the hottest games.

MOTORSTORM

- RESISTANCE: FALL OF MAN
- WARHAWK
- HEAVENLY SWORD
- GENJI 2
- GOD OF WAR 2
- GUITAR HERO 2

REVIEWS

Reviews for new PS2 games with commentary.

WINNING ELEVEN 10

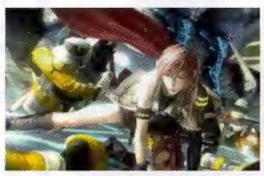
- HITMAN: BLOOD MONEY
- AEON FLUX
- EVOLUTION GT
- OKAMI
- FORBIDDEN SIREN 2
- GHOST RECON: AW
- TOURIST TROPHY

PS3

The very best of PlayStation 3

METAL GEAR SOLID 4

- FINAL FANTASY XIII
- INDIANA JONES
- EIGHT DAYS
- WARDEVIL
- HEAVY RAIN
- TONY HAWKS PROJECT 8
- ASSASSIN'S CREED
- RAINBOW SIX VEGAS
- CALL OF DUTY 3
- LAIR
- HAZE



PSP

New PSP footage here

MGS: PORTABLE OPS

- MGS: DIGITAL COMIC
- BROOKTOWN HEIGHTS
- KILLZONE: LIBERATION

EXTRAS

Stuff that doesn't fit anywhere else...

- PS3 MENUS
- BOB BURNQUIST SKATING
- TIGER WOODS ON PS3
- PS3 TILT JOYPAD IN ACTION

ESSENTIAL PSP

Our disc is laden with game saves, wallpapers and other goodies to get the most out of your PSP. To access the files, put your regular PSM2 DVD into your computer's DVD drive and open it to view its contents. There are two folders called 'AUDIO_TS' and 'VIDEO_TS', but ignore these – they're to do with our DVD videos. The folder you're looking for is helpfully labelled 'Essential PSP'. In here you'll find everything you need. See below for instructions – and enjoy!

FIRST, GET YOUR PSP HOOKED UP

■ Attach your USB wire between your home computer and PSP. Stick the disc into your computer. Now enable USB connection by going to 'Settings' and selecting 'USB Connection'. Your PSP will now appear as an extra hard drive either in 'My Computer' on PC or on the desktop with a Mac. Double click to open it and you'll now be inside PSP's memory stick. You'll see folders inside called 'Photos' etc. IMPORTANT: You should always remember to 'Eject the device' from you PSP before disconnecting the PSP.

WALLPAPERS

■ You'll find 50 (yes 50!) amazing gaming wallpapers to brighten up your PSP background. Just click through a selection of our favourite game images, choose one and drag it across to the 'Photos' folder. On your PSP view the image and then select 'Set as wallpaper' to lay it out on the backdrop. Simple.

PSM2 REVIEWS TO GO

■ This is your ultimate source of PS2 knowledge all condensed onto your PSP, which means you get all of our listings pages featured in this magazine to check out on the way to your local games shop. To put them on your PSP select 'PSM2 Reviews To Go' from the disc and copy both files into the 'Photos' folder. One contains all our PS2 scores and the other our PSP ones. Now open the 'Photos' folder and open whichever listings you want to take a look at. You may need to change your view to Zoom (press △) to pop the image out to full screen. Now use the stick to scroll up and down.

GAME SAVES

■ Use these 37 saves to complete your PSP games more quickly. Some contain completely unlocked content and others are saved just before final bosses – to let you feel as though you've achieved something. Simply copy across your chosen game save into your 'Savedata' folder, fire up the game then load the save file from its main menu and away you go.

PSP MOVIES

■ We've got ten movies handily converted in MP4 format ready for you to view on PSP. And all you have to do is open the 'Movies' folder on the disc. Now create a folder called MP_ROOT next to PSP folder (not inside it). Next create a sub-folder inside called 100MNV01. Now copy the movies from the disc into this folder. Disconnect and they're ready.

HOW TO USE PSP VIDEO EXPRESS

You can drag and drop this software onto your computer then convert DVD files and other movie formats into MP4s. You can then watch them on the move via PSP. Open up the disc, select either the PC or Mac folder and drop your choice of software onto your desktop. Install it (double-click on it) and once it's finished follow these instructions to get going.

HOW TO USE PSP VIDEO 9

This program is fairly tricky to get started, but here are four handy steps to ease the process.

■ Start the program and click 'Convert' in the top-left hand corner. You're now at the conversion screen.

■ Press 'One Click Transcode' to open a browser window and select the type of file you want to convert, AVI, MOV, WMA, VOB, and the like. (Copy VOB files off your DVDs onto your PC.)

■ It's important to remember NOT to change the file names of the converted files because if you do, they won't be read by PSP. Weird, eh? But that's the way it is.

■ Then click 'Copy Video to PSP' and you're now ready to watch movies on the move.

HOW TO USE PSP WARE

This is simple to use but has less options to tweak video quality.

■ Connect your PSP to your computer and engage USB mode.

■ Open PSP Ware and click Movies then drag your video file into the big empty window. It'll then begin converting.

■ Tick the box of the completed file, press 'Sync' and it'll be sent to your PSP.

HOW TO USE PSP VIDEO EXPRESS

The full version (available through this demo) is capable of ripping straight from a DVD, but this demo can't.

■ Start the program and click 'Open' on the right-hand side of the screen.

■ Choose a file and it'll begin to play on screen. Click 'Record It'. Now click on 'PSP video transfer' on the top bar to go straight to the transfer screen.

QUOTE OF THE MONTH: "COULD MY FRIEND HAVE A PICTURE OF DAN D TOPLESS, PLEASE?"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks... Oh, PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

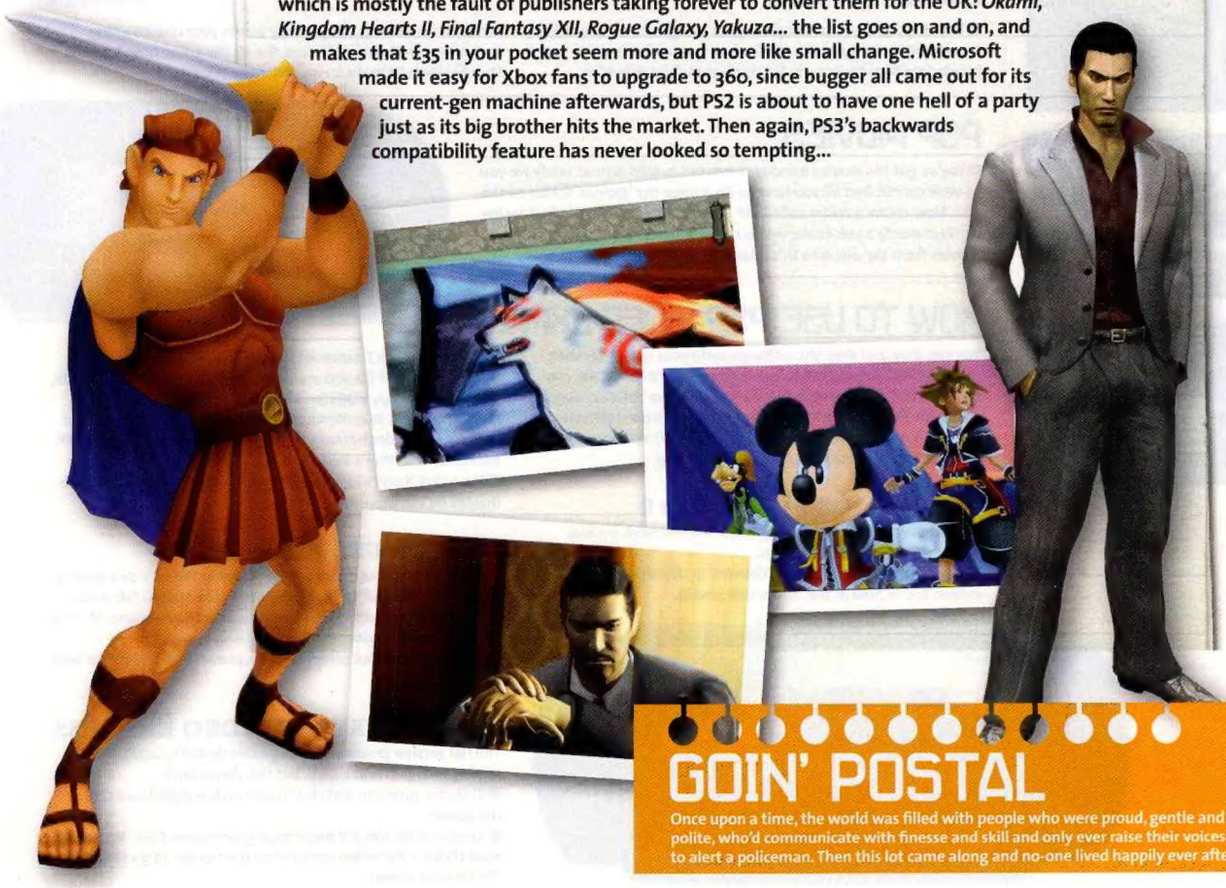
TOO MUCH OF A GOOD THING: "PS3 PEOPLE – JUST WAIT AND ENJOY WHAT'S ON PS2"

► **Dear PSM2,**

People are all moaning about how long they're having to wait for PS3, and I'm sick of it! Yeah, I know it's going to be great – maybe even better than that – but why don't they just wait and enjoy what they've got right now? There are loads of great titles on the radar, like *Final Fantasy XII, Dragon Quest* and *Rogue Galaxy.* Three great RPGs, and I don't know which to buy since they all look amazing. We've gone three years without a brilliant RPG (*Star Ocean* was good, but not great), and now there's three and I only have £35! I hope I've proved my point – so please can you show a bit more of what we can actually get and a bit less of what we can't.

Mark Wride, Dorset

Ideally, we want to show you everything – informing you about stuff you can't get yet and then telling you whether it's worth your cash when you *can* get it. Anyone who complains about the lengthy wait for PS3 has forgotten the delays us UK gamers usually get when a console launches, but if anything, PS3 is going to be here *too* soon, thanks to a bottleneck of swansong PS2 games due this Autumn, which is mostly the fault of publishers taking forever to convert them for the UK: *Okami, Kingdom Hearts II, Final Fantasy XII, Rogue Galaxy, Yakuza*... the list goes on and on, and makes that £35 in your pocket seem more and more like small change. Microsoft made it easy for Xbox fans to upgrade to 360, since bugger all came out for its current-gen machine afterwards, but PS2 is about to have one hell of a party just as its big brother hits the market. Then again, PS3's backwards compatibility feature has never looked so tempting...



SPEED OFF

► **Dear PSM2,**

I don't know if it's just me but there's something wrong with *Need For Speed* games. I like the series, no doubt, but it doesn't seem to have the *essence* of speed. You might be going 130mph and it feels like 30mph. *Burnout* games are completely different, however – when you go 130mph, it looks and feels like it.

Omega_Killer, Durham

Well, hey, there's a big ol' clue in the game name, ho ho. We see what you mean, but it's more a question of slickness, we reckon. *Need For Speed* games are fast, but can get pretty choppy, whereas *Burnout* games are as smooth as wet soap across Phil Harrison's head.

IN A CUPBOARD?!

► **Dear PSM2,**

People are disappointed that PS3 is only going to be available in black! WHY!? It'll be kept in a cupboard and, if it's not, you'll be looking at the brilliant graphics on the TV screen!

Ross Purcell, email

In a cupboard? *In a cupboard?* Do you keep your DVDs in the bath?

DISC-CONTENT

► **Dear PSM2,**

I bought issue 75 of PSM2, only to find that the promised 'Essential PSP' disc wasn't enclosed. Can you please send

GOIN' POSTAL

Once upon a time, the world was filled with people who were proud, gentle and polite, who'd communicate with finesse and skill and only ever raise their voices to alert a policeman. Then this lot came along and no-one lived happily ever after.

MEL GIBSON WRITES

Don't you think Mad Max is shit!

James Hughes, email

That's not a question but, yeah, go on then.

SELF-HARM 'EM UP

Of all the FPS's I own, I have never been able to see my OWN character's feet or legs! Why is this? I will

NAUT-Y, BUT NICE *Psychonauts* – an overlooked classic that's cheaper than a trip to the cinema.

SPEAK TO THE TEAM JULY 14TH

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on July 14th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"DISAPPOINTED THAT PS3 IS BLACK ONLY? WHY?!?"

me a copy of it? Thanks.
Loadsa People, Everywhere
Ooopsie. Don't worry folks, the PSP Essential software *is* bundled with your mag, but you'll find it on the PSM2 DVD instead of on a seperate disc – pop it into your PC/Mac. And as for those of you who were kind enough to send along their shopping receipts as proof of purchase – man, your diets are nearly as bad as ours.

SENTI-MENTAL

► **Dear PSM2,**
I'll be sitting a set of exams in about two weeks, so my free time is not in plentiful supply. At least when I do find a spare hour or two, I'm playing the most ingenious game I've ever seen on PS2 – *Psychonauts*. It may not have super-de-duper physics or a gazillion megapixels per frame, but every aspect of it, from the quirky visuals to the insane characters, is entertaining and original. I can't believe I got this masterpiece of mental madness for only £20. I beseech everyone who enjoys original and different games to go and buy it, and cherish every moment.
Tony Clinton, Ireland
We agree, but there's that perennial problem – if you're buying a game like *Psychonauts* for such a bargain basement price so soon after release, it's usually because it has sold so badly that there's very little hope of a sequel. Still, fingers crossed that Raz gets to ride again, maybe on PS3...

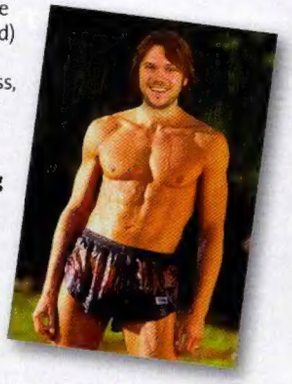
DIE HARD, FANS

► **Dear PSM2,**
What would you consider to be the hardest gaming challenge you can think of? For me, it's completing *Smash TV* on one credit. It's old, but it's still nails. Or maybe I'm crap.
Nick Rylatt, Notts
A quick voxpop of the office (well, those who aren't skiving in the sunshine) yields the following: Andy – finishing *Driv3r* with your mind still intact. Nathan – beating *Final Fight* on one credit. Dave – finishing a *Metal Gear Solid* on hardest difficulty without being seen. Freelance Steve - beating the Pac-Man car in *Ridge Racer* on PSP.

PHONE PSM2 WITH:
PS3 PAD - YAY OR NAY?
TASTY RECIPES
PS2 LIBERTY CITY STORIES THOUGHTS

DAN DAW-SKIN

► **Dear PSM2**
My friend has completely fallen in love with Dan D. She rummages through all of my mags to find a good picture of him to snuggle up with in bed. That's why she asked me (well, threatened) to ask if she could have a good picture of him topless, so she can stare at him all day long.
Sam Thompson, email
Sam, there's no such thing as a good picture of Dan D topless. Still, who are we to deny the dreams of our readers? If love isn't blind, then it damn well will be after this.



HITMAN 'N' HURT

► **Dear PSM2**
To quote Victor Meldrew, "What the bloody Hell?" Why have IO Interactive deliberately sabotaged the save system in *Hitman: Blood Money*? The game takes a huge 2.2 MB chunk of my memory card and takes ages to write game saves to it, but oddly you can't use these saves outside of the current level. I see no advantage to this, it means you can't just dip into the game. If it's time for bed and you're mid-level, having blazed an excellent stealthy path, what do you do— leave the console running all night? IO have laboured for two years or more on this masterpiece then have bizarrely fallen on their sword in the final stages of development. Can you explain this self-destructive act?
Michael Veal, email
Whatever the reason, it's not unique to PS2 – IO have implemented it on all formats and no-one's happy about it. We reckon it's down to the incredible amount of stuff that goes on in each of the complex levels, from the movements of dozens of people to the location of dropped weapons and corpses. The game's probably using the PS2's guts to buffer the save file so it's not even bigger, meaning it vanishes when you power down.

BLOODY MINDED: Excellent as *Hitman* is, its save system left a bitter taste in Mike Veal's mouth.

not be happy until I can blow my own leg away with a 12 gauge.
James Taylor, email
Can't you just squat on a grenade instead?

REALLY? NO WAY!
E'n'l'a'r'g'e your p"enis up to 10 cm or up to 4 inches!!
Latasha Arredondo, email
Hey Latasha, do you promise to marry us if we give you our credit card details? Also, why stop at four inches, silly? Bring it on!

POWER PILL
November, oh yes November, the Power, think of the Power.
Jimmy, Kent
Only supervillains and mentalists capitalise words like 'power'.

SPEC RAVERS
If PS3's specs are so messy, just clean them with a damp cloth!
Sid Velocity, email
Go boil your head and we'll give you a free pair of subscription contact lenses.

FIFTY PENCE
I recently bought *50 Cent*. I loved the graphics, also the gun sounds are incredible.
Andrew, Bedford
People are entitled to their own opinions, except for this one.

VORDER LOVE OF GOD
Here is my picture of Carol Vorderman....
Many People
Oh man, you guys are mental. We might print some soon. Keep sending them in.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

PSM2 ONLINE

My space, your space, our space, Hale and (s)Pace... point and click at www.myspace.com/PSM2. RIGHT NOW!

With regards to PS3 – everything looks the same, jungle or urban warfare. I want excellent gameplay, not the ability to zoom in on the hairline crack on some robot's helmet that I have just destroyed in 19 other games. It seems like we'll just be experiencing the same gameplay as on PS2 but with near perfect graphics. That said, I'll probably buy one anyway because of *Metal Gear Solid 4*. And if I do get one, the R1 button will probably be broken before I can get to play it because of the countless other shooting games. **LIAM**

I love getting all the greatest new games as soon as possible, but as Blighty gets lumped with Europe, we get a bum deal and have to wait ages for the next *FF* or *Resi*. Why can't we get games when America does? I'm sure it could be done. I get so pissed waiting, I'm sure I'm not alone. **MR MONK**

You got an escape plan for smuggling the UK out of Europe? Not to mention the fact that we have a different video display standard compared to the US and Japan. Things should change with PS3 – HD is the same for all regions.

I dont care for that fat idiot, bring back Robomind, his humour was second to none. Flesh-covered meat bags – love it! **FRANKLY, MR SHANKLY**

Poor Ron! He's just in the wrong place at the wrong time. And the wrong shape as well. You all used to hate Robomind. Make your minds up.

I LOVE U GUYS! Say hey to Milf fo me and tell him he's sexiful. **>>[[EBBY]]<<**

As if. The last time we told Milf he was sexy, he locked himself in a greenhouse and hit himself over the head with a deodorant bottle until we promised to never look at him again.

Big and loyal fan of your mag, been getting it since issue 18. You rock keep up the good work... say hello to Milf for me, he is such a class act all the way.... well halfway. **THE ENIGMATOR2000**

What's with all this Milf-o-centric love? "He never says anything and just designs the mag," comments Andy. He's 45, y'know. How about blowing some kisses to poor Nathan, folks? His heart is bigger than his hairstyle.

PSM2 you are so cool, I think you rock, like a smelly sock, where is my PS2 dock stand, how I wish to shake your hand, now I must go, to play with pizza dough. **JAMES**

We're confused – is it a poem, or a rap? Poets are the guys who get drunk plenty and take buckets of drugs for breakfast, while rappers just *talk* about doing it. Be sure to let us know which category you fall into.

Can I have a free game? If not, you suck. **BIGGY**

Charming! If you want a free game, the least you could do is put the effort in – like writing us a story explaining just why Milf is on the receiving end of so many compliments. It'll probably have to be a murder mystery.

INCOMING

Hey, loads of you texted us this month. How encouraging. Keep your gibberish coming, everyone.

PSM2 Is ron really ken\$\$\$'s bro?

Yes. And anyone who tells you that his photo is actually just a stock image of a comedy Japanese man we bought from a picture library is a filthy liar.

PSM2 Is there going 2 b a lesuire suit larry 2 on ps3 oh could u send it as a game on my mobile?

We'd love a new *Larry* game on PS3, but we'd bet all of our own mothers that we're not getting one. Do you have a phone capable of running PS3-quality games? No, thought not.

PSM2 My ps2 as recently startd makin ths godawful noise wen u try watch a dvd on it. Any ideas 4 a cure? Bry

Tip some cod liver oil into the disc tray. That'll fix it.

PSM2 i think your magzine the best on the market i just wondering why dont you have weekley mag?

Because we're not capable of typing that fast.

PSM2 IS THERE GOING TO BE A RESIDENT EVIL 55?

***Resi 55?* Blimey. Surely the T-Virus will have won by then?**

PSM2 why r all the games 4 psp crap? Just bought death jr and it sucks ass.

Why did you buy *Death Jr?* Didn't we tell you not to? Go and get *LocoRoco*, it's greater than breathing. Nearly.

PSM2 Guitar Hero, great game. Any tips for Bark at the Moon on medium? Ta much- TC carfin, scotland

Press the buttons at the right time for maximum success.

PSM2 No vibration in the PS3 controler? And motion sensors? What the hell?

The motion sensor works well. And no vibration? A copyright lawsuit has ended that, we're afraid.

PSM2 is there goin 2 b dino crisis on the PS3?

Do you really care?

PSM2 Wen da ps3 comes out Wil u change your mag name 2 PSM3 and start from issue 1? Evan Harvey.

Blimey, that's a good guess... eyes on next month, people.

YOUR PLAYSTATION 3 QUESTIONS ANSWERED!

WITH RON KUTARAGI

(the less famous, younger brother of President and CEO of Sony Computer Entertainment, Ken Kutaragi).

BURN OUT

► Dear PSM2,

I just got a new 720p plasma telly but now I have been told of the dangers of static images, and if I used my PS2 on it I would probably have a health bar, map or god knows what in the background of my telly forever. This fear makes me turn it off every hour. So my question is, am I wrong about the static images and if not, will I have to do the same for my PS3?

Martin Hibbitt, Galway

"Martin! Let's go for pizza! I found Ken's wallet hidden in the umbrella stand (shhhh! ;-)) and you can choose two toppings (I'm having four!). I can tell you about my cross-eyed friend Troy who runs the kebab shop – he's clever and suggests that you shouldn't leave *anything* static on the screen for over an hour, although most games have menus and cutscenes that will help minimise burn-in. PS3, much like PCs and the Xbox 360 (!), should have a screensaver to help protect against such a problem. Do you want ice cream as well? I'm having double everything! Yesss!"

SAVE AND SOUND

► Dear PSM2,

I know that I can play my PS2 games on PS3 but what about my current game saves? I mean, I'm sure Sony will anounce a way that I can do this (such as the way you suggested in issue 74), but I would like some confirmation on this.

adsraaf, email

"Don't worry about it! This one time, I flushed my glasses down the toilet and got so worried that I had to hide my face in a big box of dougnuts for a fortnight and some of the sprinkles went up my nose! I asked Ken about your problem when he came back from the pub last night, but he was too drunk to notice. There are dozens of potential ways to get your saves from PS2 to PS3, so I'll think you'll be fine in the end. Ken isn't, though – he just passed out next to the fridge! Mmm, doughnut time..."

GAMES GALORE

► Dear PSM2,

£425 for PS3? What the hell is that all about? I have difficulty saving up for a new game in time to buy it on the day it's released, but the best part of £500? Pffft.

Craig Turner, email

"Craig, it's OK. Ken says you're getting what you pay for – like that time I bought a second-hand wizard suit off eBay for only £10 (yessss!!) and there was a bit of poop on the sleeve. Oh, boy!"

FUTURE SHOCKS

► Dear PSM2,

How'd you like E3? Was it good? I went onto an E3 insider website, and saw some fancam footage and games and so on. But the biggest shock I came across was the fact that the PS3 uses... PS2 controllers! I suppose the Bananaman controllers were crappy, though.

Andrew Murray, email

"Hello Andrew – yes, I did go to E3! I didn't like it, though, since there were noisy big boys running about everywhere and it was like being back in school! Times ten! I chilled out in Ken's hotel room listening to my fave Will Smith mix tape, then he let me play with the PS3 controller (v. nice!) until I accidentally plugged it into the shaving socket and everything smelled like that time I set fire to my hair. I'm not going back to E3."

HOW 2 TEXT PSM2

Yes! Now you can text your questions and letters to PSM2. No more fiddling with 'paper' and 'pens'. When you want answers, our mobile portal is wide open and waiting. Here's how you do it.

DO THIS NOW! WE'RE WAITING!

It really couldn't be simpler. In the words of Marvin Gaye let's get some 'textual healing'... Or something. We've set up not one, but three different lines upon which to reach us. Look.

TEXT THE TEAM!

First up we want you to ask us a question. Anything! We'll feature your questions and answers in the mag and – we swear by almighty Lorne Lanning himself – that we'll do our best to text you back a reply as soon as poss. The best bit? You only pay for the text once we reply. (Answers to your PlayStation questions will cost you 25p plus your normal TXTing charge).

Start your text PSM2 then a space, then your question. Text the lot to 87103. God willing we'll reply.

MAKE US LAUGH!

Taken a photo of anything decent recently? Fancy sharing it with the readership of PSM2? We want to see your pictures. Best picture each month wins a booty of games. Pics cost 50p, plus your usual TXTing charge. Just try and keep them vaguely game related eh? No violence or porn thanks. Second thoughts... if you have any hot certified-over-18 female friends or relations that we can hook Andy up with... Or men, come to think of it.

Start your text PSM2PICS then a space, then your message. Enclose you pic and text the lot to 07921 889345. Best pic wins lunatic booty.

VOTE FOR GAMES!

What games do you want to see in PSM2? Which are you most looking forward to? Text us and we'll compile your Most Wanted chart each month. What's more, one entry each month will win the game they vote for. Texts cost 25p plus your usual TXTing charge.

Start your text PSM2VOTE then a space, then the name of the game you want to 87103. Be lucky!

NUANCE
3+
www.pegi.info
Hello. I'm really looking forward to spending more time with you.
Ciao. Non vedo l'ora di passare ancora un po' di tempo insieme a te.
Salut. J'ai vraiment envie de passer plus de temps avec toi.
Hi. Ich würde gern mehr Zeit mit dir verbringen.
Hola. Tengo ganas de pasar más tiempo contigo.
こんにちは。友達になろうよ。
Insert microphone
Speak into microphone
Choose option closest to your spoken phrase
Let Talkman translate for you!
6 languages. ???? other phrases. Do you talk TalkMan?
yourpsp.com
talkmanpsp.com
TalkMan

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Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

PIMP MY PS3

Will PS3 be upgradable? PSM2 investigates Sony's latest incredible claim...

After failing to convince the world of PS3's potential at this year's E3 games show – with only five months until launch, there's a surprising lack of spectacular, or near-finished, games, while PS3's hastily-created tilting joypad suffered a mixed reception – Sony are on the warpath. Ken Kutaragi (boss of Sony Computer Entertainment) and Phil Harrison (boss of Sony's games) have come out fighting in order to set the record straight – and lifted the bonnet on some interesting new possibilities

First off the blocks is Phil Harrison, telling a German website that they didn't steal the idea of a motion-sensitive controller from Nintendo. "We've been working on [motion-sensing technology] for a long time," he said. "In a certain way I understand why people would say such things, but it's stupid."

Rumours of a major problem with the Cell chip have been quickly debunked. An 'unnamed developer' has gone on record as saying that the polygon power of PS3 was "half" that of Xbox 360, due to a major Cell/RSX bottleneck. However days later (and with Sony's backing) a squad of PS3 developers were brought into the spotlight to rubbish the claims.

What about the high price tag? While Sony are yet to *confirm* that it will be £425, it's the pre-order figure being mooted by retailers. Surely that's too high? "We don't say it's a games console," countered Ken. "PS3 is clearly a computer. It wants to evolve. We'll want to upgrade the HDD size very soon. If new standards appear on PC, we'll want to support them. We may want the Blu-ray drive to write as well as read. Since PS3 is a computer there are no 'models' but 'configurations." Er... Wow. Sounds amazing, but a bit worrying. If Ken goes down the upgrade route, we could – *possibly* – end up with different 'configurations' of PS3 that will be needed to run new titles, and old machines may get left behind.

"PS3 IS CLEARLY A COMPUTER. IT WANT TO EVOLVE. THERE ARE NO 'MODELS' BUT 'CONFIGURATIONS'"

Wildest rumour? Sony can't get all of PS3's components to fit in – prompting speculation the console will get even bigger. While this sounds like madness, we've yet to see a finished, working PS3 – during our visit to top developers Free Radical in mid-June, their game *Haze* was running on a PC, with a PS2 pad plugged in, while a huge PS3 debug unit (like two, heavy, DVD players joined lengthways) sat, unused, in the corner of the room. Odd.

PSM RECKONS *Don't panic. The 'upgrades' will either be hard drive space (60Gb isn't that big) and maybe a writable Blu-ray drive (so you can burn your stuff to disc). Neither will prevent a 2012 PS3 from playing games any differently to a 2006 model. Don't forget, Ken made tax-dodging 'computer' claims before, at the launch of PS2.*

PS3 RUMOUR CONTROL CORNER

Sorting the facts from red hot madness in the confusing world of PS3 gossip.

Downloadable games have been accidentally confirmed by US developer That Game Company, who are recruiting programmers for "an unannounced downloadable PS3 game".

The lower end 20Gb PS3 will still output high definition through its component output. This despite an industry standard that says that non-HDMI outs should be reduced res.

After being unable to emulate PS2 in software, rumour has it that PS2 chips will have to be inside every PS3 to guarantee being able to play PS2 games. More expense for Sony?

David Reeves (boss of Sony Computer Entertainment Europe) says that "I believe the first PS3's manufactured are being made for Europe." See? Good news!

PS3 LAUNCH GAMES

Take a good look... Are this lot enough to make you buy PS3?

We've done the math(s). We've seen them in action and we've played most of them. Here's how the PlayStation 3 launch games line-up could look alongside the new machine on November the 17th.

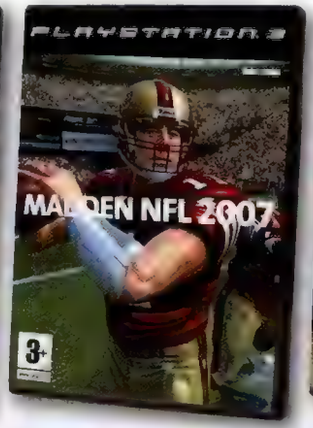
There's no point in forking out £425 for PS3 if there's no decent games to play on it – that's why Sony are going hell for leather to make sure there's a decent day one line-up. Problem is, star quality such as *MGS4* and *GTA4* (and even future hits such as *Army Of Two* and *Assassin's Creed*) won't be ready until mid and late 2007.

So what will we get? Here's PSM2's list of what you've got to look forward to. All the bases are covered: there are new titles such as *Resistance* (FPS), *Warhawk* (shooter) and *Heavenly Sword* (fighting) with a crop of familiars completing the throng, such as *Madden* (sports), *Tony Hawk* (extreme sports), *Ridge* and *Fatal Inertia* (racing) and more. So all's well with the world. Right?

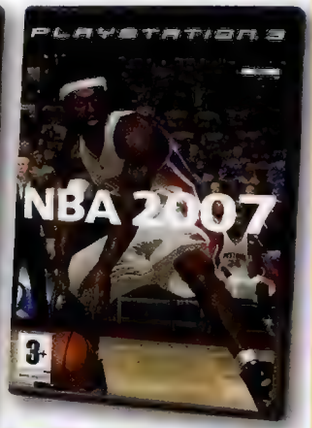
PSM RECKONS *Funny looking bunch isn't it? You may be wondering why Sony can't just* make MGS4 and GTA4 *be available at launch, but the fact is that games like those take years and millions to develop. Launch games are always a mix of new, less costly punts at 'new franchises' and familiar faces (i.e. hi-res remakes of the last game). Do you want to pay £425 to play this lot? Maybe not, but don't be fooled. In 2007, things will get a whole lot better.*

TONY HAWKS PROJECT 8: No reason why this shouldn't be ready for launch. We've seen the footage and it's all the right side of nearly done.

RESISTANCE: FALL OF MAN: What, no *Killzone*? 'Fraid not but this shooter by *Ratchet*-makers Insomniac certainly looks decent enough.



MADDEN NFL 2007: Vital for a successful launch in the US, though as welcome as Dwight Spiegelhammer's jockstrap over here in Blighty. Still.

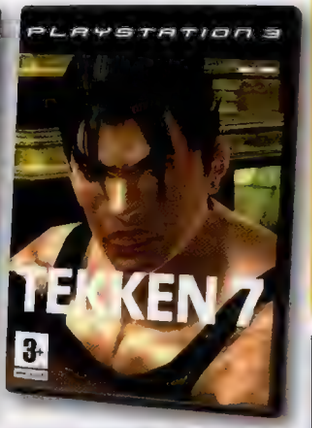


NBA 2007: EA's other PS3 launch day title – and another aimed squarely at the 'important American sports games market'. How about a *FIFA* instead, EA?)

SINGSTAR: This PS3 update will have loads more songs and be the ideal showcase for the machine as a multi-player entertainment system.

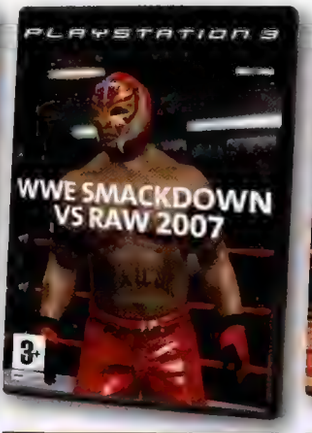
FATAL INERTIA: Good old Koei. They were the first to confirm a 'PS3 launch game' in the shape of *WipeOut*/Pod-racer game Fatal Inertia.

RIDGE RACER 7: A new PS3 *Ridge* is certain. But while doubtless great, it doesn't send out the 'next gen' message. It's, well, another *Ridge Racer*.



TEKKEN 7: While we welcome the presence of *Tekken*, it, like *Ridge*, whiffs just a little too much of familiarity. More of the same, we suspect.

RAINBOW SIX VEGAS: No reason why this familiar, established PC and 360 game shouldn't be ready for PS3's launch. And it looks the business too.



WWE SMACKDOWN VS RAW 2007: Another title that should make day one on PS3 too. Looking good, if playing much the same as ever.

SONIC THE HEDGEHOG: The launch line-up needs a major icon and Sonic is royalty. Gameplay-wise he hasn't moved on much from Heroes, though

WARHAWK: New shooter and as the only game to use PS3's tilty pad so far, an ideal showcase for the new system. And we've played it and loved it.

NOT ONLY BUT ALSO...

Later... but still in time for the PS3 Christmas party.

STRANGLEHOLD

Probably won't make day one but *might* be ready before Christmas. So release it!

FIFA 2007

There's got to be a next-gen *FIFA* at Christmas. Expect this before the end of the year.

CALL OF DUTY 3

It cleaned up on 360 and looks mint on PlayStation 3. But can it make Christmas?

THE DARKNESS

Relatively unknown PC-based super-grisly FPS. It *looks* nearly finished. Get it out!

WANT THESE? FORGET IT

PRO EVOLUTION SOCCER 6

There will be no *PES6* on PS3. The first PS3 *PES* will be an all-new game in 2007. At least that means it's certain to be absolutely brilliant.

METAL GEAR SOLID 4

Mid-2007 at the earliest. This despite it being one of the most demoed, most seen and most 'complete' looking PS3 games in production.

GRAND THEFT AUTO 4

Rockstar put a date on this on the day they announced it. "*GTA IV* is currently planned to be in stores in Europe on October 19, 2007." That's October *next year* notice. Can you wait that long?

1 SAY HELLO TO THE SUNSHINE

Sick of sneaking around in the shadows? Once you've escaped the PS3 version's murky opening prison level, Sam's set loose in the sunshine – snapping necks and ducking between cover on the blinding ice caps.

2 YOU CAN TACKLE A SKYDIVE

Sam doesn't just *appear* on the ice – oh no – he has to freefall to his location in real-time, allowing you to spin somersaults, twist and steer as you descend. Suddenly, his parachute gets stuck and you have to unravel it against the clock using the same analogue stick twiddling technique you used to unlock doors in the previous games. A heart-stopping moment.

SPLINTER CELL ON PS3: FIVE SHOCKING FACTS

Think you know Double Agent? Here are five reasons why the PS3 version will rule.

3 YOU CAN RUN RIOT

Sam has to infiltrate an enemy base in the war-torn streets of Kinshasa, Zaire, but rather than sneaking in the shadows, he has to dash between cover while dodging enemy fire. The carnage ends with Fisher running into the screen as a bus loses controls and tumbles behind him before exploding. There is some stealth – in one bit Fisher hides under a moving jeep, Indiana Jones-style.

4 YOU USE DEADLY WEAPONS

We got a little bit sick of failing missions every time we 'accidentally' killed someone – or blew our cover by, say, walking three centimetres out of a shadow – in the previous games. The next-gen version replaces the punishing HUD-style on-screen visibility meter with a series of lights on Fisher's outfit – which change colour according to your alert level. You can even use the sound of machine gun fire to mask your footsteps and avoid detection. Other scenes ditch stealth entirely – in the manic Kinshasa level, you need to snipe distant mines to explode nearby enemies. Fisher's night-vision goggles will return, plus the usual range of gadgets, but there'll be equal emphasis on brutal hand-to-hand fighting and gun battles. And for the record – the graphics *are* this good. You can even see the pockmarks on Sam's face up close.

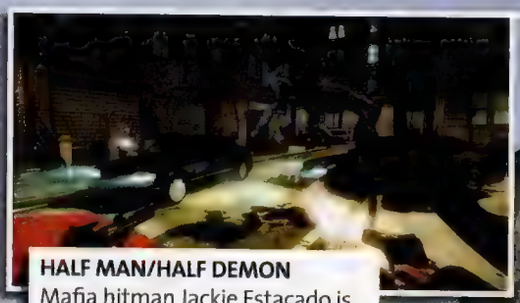
5 YOU PULL PEOPLE UNDER ICE

Sam can hide under the ice and track a guard's shadow before suddenly smashing his hand through the surface, dragging him under and – ugh – stabbing him in the heart. Lovely.

Developer: Starbreeze Publisher: 2K Games ETA: Late 2006

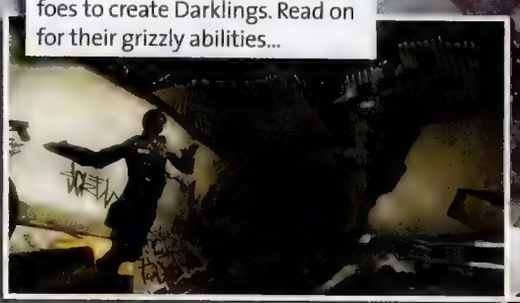
ARMY OF DARKNESS

The Darkness is PS3's goriest FPS – and that's *before* you unleash your private demon army...



HALF MAN/HALF DEMON
Mafia hitman Jackie Estacado is cursed, and blessed, by a mysterious power called the Darkness, gifting him a demonic alter-ego and an army of smaller 'Darklings'. As shown above, your demon form's arms can hold guards captive as you blast away.

DARKNESS FUELS YOUR POWER
Shooting out the lights works in the opposite fashion to most stealth games – making you *more* visible and feeding your demonic powers. You can then cannibalise the corpses of your foes to create Darklings. Read on for their grizzly abilities...



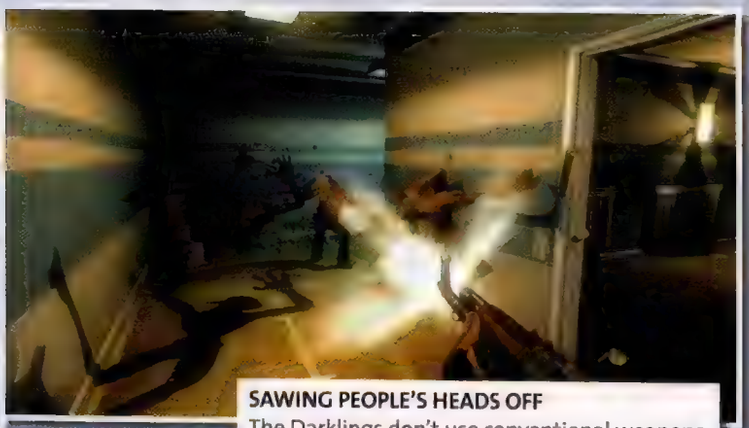
FINAL FANTASY XIII

ファイナルファンタジーXIII

One game, three editions – but which ones should you care about?

WHAT'S GOING ON?

Square Enix are releasing three *Final Fantasy XIII* games next year, as part of the so-called *Fabula Nova Crystallis* trilogy, which is Latin for 'The New Tale of the Crystal'. Confused? Don't be – here's everything you need to know about the games and the key differences between them.



SAWING PEOPLE'S HEADS OFF
The Darklings don't use conventional weapons, preferring to, say, saw someone's head off or – to recall a particularly 'moving' scene from the E3 demo – use a pneumatic power drill to bludgeon someone to death. Makes a change from sniper rifles, eh?

COMMAND A DEMON ARMY
You can issue orders to multiple Darklings, use them to go on scouting missions or infiltrate narrow tunnels. Oh, and the game's from the team behind the great *Chronicles of Riddick* on Xbox. More on this hopefully excellent FPS soon.

FINAL FANTASY XIII

Produced by *FFVII*, *FFX* and *FFVIII* designer Motomu Toriyama, this is a regular, traditional *Final Fantasy* sequel. According to Toriyama, the game is 80% complete and the team have it running on genuine PS3 hardware, which means the footage we saw at E3 wasn't simply enthusiastic 'target footage'. *FFXIII* will feature a fast-paced new combat system and vehicle sections. The big gimmick, however, is the ability to transform weapons in real-time. If you look at the trailer on this month's cover DVD, you'll see the heroine's sword morph into a gun, which should certainly make for some interesting combat.

FIGHT CLUB: The battle system looks a lot more dynamic than in previous *FF* games.

FINAL FANTASY VERSUS XIII

On the other hand, *Versus* is being helmed by legendary *Final Fantasy* designer Tetsuya Nomura, the guy responsible for such classic characters as Cloud, Squall and Yuna. Apparently, this'll be an action-orientated affair, more along the lines of *Kingdom Hearts* than a regular *FF* game. He stresses that it isn't just a spin-off along the lines of *Final Fantasy X-2*, but a full-fat game in its own right with its own unique design style. It's linked to the regular *FFXIII* game by its mythology, not its characters or setting. Let's hope both these iterations of *FFXIII* are as good as each other.

A CUT ABOVE: This guy has eight swords flying around his head – a reference to Gilgamesh?

FINAL FANTASY AGITO XIII

No, don't get too excited – there aren't three *FFXIII* games heading to PS3. This one is being released for next-gen mobile phones. Square Enix have embraced the insanely popular mobile gaming market in Japan, but whether or not this'll actually make it to these shores remains to be seen. Still, no great loss, probably

PSM RECKONS *While this triple-split makes us a little wary of* FFXIII, *we still can't wait. The trailer for the 'proper'* FF *looks amazing and the design is typically striking. Vehicles, morphing weapons and that frantic new combat system have us all very excited.* Versus *looks promising too, and* Agito*... well. It could be the best phone game yet, but that wouldn't be very difficult.*

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

CLASH OF THE TITANS

Two superhero games go head-to-head – *Marvel: Ultimate Alliance* and *Justice League Heroes* – but who'll come out on top?

JUSTICE LEAGUE HEROES

THE HEROES

There are less characters than in *Alliance*, but the group is more focused, featuring the talents of Batman, Wonderwoman, Superman, The Green Lantern, The Flash and lesser-known characters like The Martian Manhunter and Zatanna.

MARVEL: ULTIMATE ALLIANCE

THE HEROES

Wolverine, Spider-Man, The Thing, Thor, Ghost Rider, Captain America, Dr. Strange, Elektra and Blade have all been revealed as playable characters, with dozens more expected in the final game. They're a varied bunch.

VS

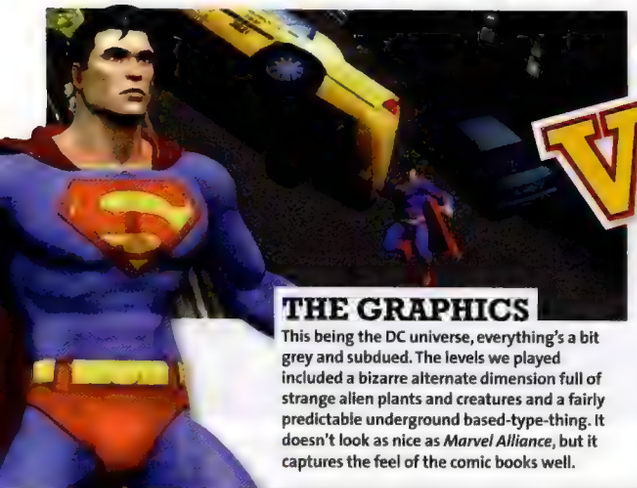
THE GAMEPLAY

The game is developed by the same people who did *Baldur's Gate: Dark Alliance*, so the missions share a lot in common with that game. In one, we had to destroy power generators in an enemy base to escape. It wasn't terribly exciting, but a later city-based level proved much more fun, with lots of destructible scenery.

THE GAMEPLAY

The levels in *Ultimate Alliance* are excellently varied. Among its locations are an underwater stage set in the ruins of Atlantis and a huge dropship floating through the air that the heroes must wrestle from the grasp of the villainous Ultron and his robotic minions.

VS



THE GRAPHICS

This being the DC universe, everything's a bit grey and subdued. The levels we played included a bizarre alternate dimension full of strange alien plants and creatures and a fairly predictable underground based-type-thing. It doesn't look as nice as *Marvel Alliance*, but it captures the feel of the comic books well.

THE GRAPHICS

Colourful characters, multi-tiered levels with gorgeous lighting effects and loads of enemies on screen at once make this a looker. The Marvel universe has always been more vibrant than DC's, but each design suits the mood of their comic.

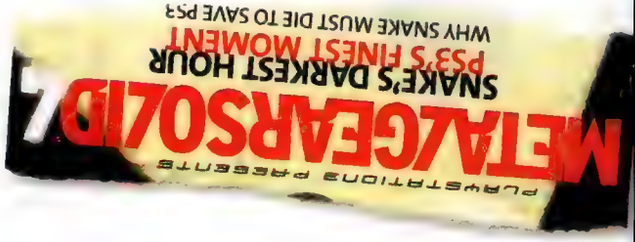
PSM RECKONS *After the success of* X-Men Legends *in the States, it makes sense for the superhero-flavoured top-down RPG to become a force.* Alliance *seems marginally better than JLH but both promise accessible role-playing fun.*

MGS4 RELEASE DATE REVEALED?

Has Kojima secretly revealed the *Metal Gear 4* release date in the game's logo?

Well, maybe. Turn issue 75 of PSM2 upside-down and look at the *MGS4* logo. Notice how the two Ls and the 4 look like three 7s? Knowing that Kojima likes to hide secrets all over the place and play mind games with *MGS* fans, this *could* be the game's release date – July 7th 2007.

PSM RECKONS *Kojima likes his Easter eggs and secrets. The pre-release* Metal Gear 3 *press pack contained hidden, plot-revealing words like 'Big Boss' and 'Shagohod', so the three 7s being some kind of cryptic clue is a distinct possibility. A quick scan of the Internet also reveals that three 7s is, er, a neo-Nazi hate symbol, which probably won't figure in* Metal Gear 4 *at any point. It's also worth noting that three 'sevens' is lucky in fruit machine gambling terms. So take your pick.*



NEWS BITES

"THE FUTURE'S BRIGHT, THE FUTURE'S BENDY"

PSP3: FOLDABLE?

Sony have patented a new type of plastic known as electrorheological fluid. Try saying *that* ten times fast. The reason this is interesting is because it lets them create handheld electronics devices – for example, the PSP – that can, unbelievably, be folded up and, later, restored to their normal size. It also means that if, for example, PS4's controller was made of it, the game could make it go hard or soft in the player's hands to match in-game action. Madness or innovation? We're undecided, but don't expect to be using it this side of the Zambian government relocating to Moonbase X45, or something really far off like England winning the World Cup.

"LET THE RUMOURS BEGIN"

FIRST GTA4 DETAILS EMERGE

No setting or gameplay info as yet, but a few pieces of *GTA4* info have been leaked online. The writers have been revealed as Rockstar chief Dan Houser and James Worrall, the man responsible for *Manhunt*'s plot. Fan fave Lazlow (V-Rock and Chatterbox DJ) also appears to be making a return and Navid Khonsari, who worked on *Max Payne 2*, is also involved. Nothing concerete then, but it's good to know they're working on the game as we speak. With *Manhunt* and *Max Payne* staff working on it, could this be the darkest *GTA* yet?

grand theft auto IV

"A BAD CASE OF SYNAESTHESIA"

NEXT-GEN REZ: A POSSIBILITY

Eccentric games developer Tetsuya Mizuguchi has revealed plans to try and wrangle the *Rez* license back from Sega and create a next-gen sequel. For many, this is excellent news. The first *Rez* was considered by many to be arty-farty, high concept rubbish, but a lot of people also loved it to death, hailing it as an audio/visual experience and a cracking arcade shoot-'em-up. At any rate, the surreal, mind-bending visuals should look *amazing* on PS3.

TAKE DO: The hired-up Mattias can level the rig in the distance and then leap to the chopper above. Sweet.

Developer: Pandemic **Publisher:** Activision **ETA:** Summer 2007

MERCENARIES 2: WORLD IN FLAMES

If there really is no such thing as bad publicity, *World In Flames* is off to a flyer.

Even in its foetal state, *Mercenaries 2: World in Flames* is prompting Venezuelan president, Hugo Chavez to claim that the US are "using the game to drum up support for a real invasion" of his country. Blimey. Chavez is hacked off at the derogatory portrayal of Venezuela, yet Pandemic's PS3 showpiece couldn't have been set in a more perfect location.

Shanty towns, dense forests and towering oil rigs make up the South American setting in which you'll have some serious fun. Whether it's attaching your grappling hook to catch a lift on a passing chopper, or blowing up rigs with C4 charges – they'll slowly topple into the sea as you scramble to dive to safety – it should be excellent fun, especially given the realistic physics engine which sees structures collapse just the way they would if you tried it in real life. Not that we recommend you try anything like that. Also, overhauled vehicle design means that cars will rock and skid realistically – unlike last time – and you can switch from your driving seat to the rear gun turret with the tap of a button.

A new addition is the ability to gain vital contacts within different enemy factions. These fellas will give you new weapons and vehicles along with valuable information about their own group's HQ and resources. Also, vehicle jacking now takes places via Bemani style button presses, so miss one button press and you can kiss goodbye to making off with that tank.

PSM RECKONS *With co-op play now emerging as a key component of the main campaign we're expecting* World In Flames *to be a solid multi-player affair. If only they'd announce some online modes, eh? The first Mercenaries is something of an overlooked gem, so we've got massive hopes for this – we'll keep updating you on new features when they happen. So long as the Venezuelans don't get it canned.*

HANGING AROUND: You can boot the stinging pilot to his death then climb aboard his helicopter.

FIGHT
RACE
BATTLE
MANOEUVRE
KILL

20 ALL TIME CLASSICS ON PSP™
MULTI-PLAYER WIRELESS GAMING,
REMASTERED GRAPHICS,
AS INSANELY ADDICTIVE
AS YOU REMEMBER.

IT ALL KICKS OFF (AGAIN)
ON 14TH JULY.

PlayStation Portable

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WHAT'S NEW IN PES 6?

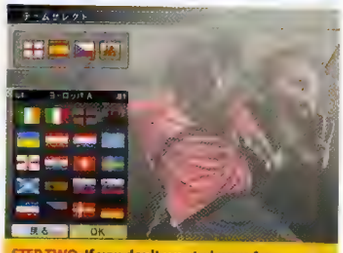
We've been playing *Winning Eleven 10* – the Japanese *Pro Evo 6* – for a few months now and here's an insider's guide to the new features in the UK version due Autumn.

01 RANDOM MODE

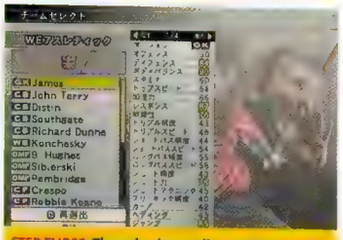
ALL THE ALL-STARS: Create unique teams in mere seconds. Here's Pavel and Stevie G duking it out as captain of their respective teams.

HOW IT WORKS...

STEP ONE: Choose the Random option from the main menu, then select a league (like Serie A), or continent, to generate random players from.



STEP TWO: If you don't want players from, say, a random selection of 20+ European national sides, you can pick just four teams instead.



STEP THREE: Then check your line-up. Crespo! Terry! Keane! Erm, James! Bryan Hughes? Crikey. Tap Ⓑ to randomise within this subset again.

PLAY THE WORLD CUP 02

Making the World Cup on *Pro Evo 5* takes hours of careful editing, but in *PES6* missing teams Trinidad and Tobago, Togo, Angola and Ghana are already included – plus a new International Challenge mode which lets you to take any International team from the qualification stages to the main event. Score.

WIN BIG: Win the World Cup with Angola. That wouldn't happen in real life. (Angola unlikely to win World Cup at time of going to press.)

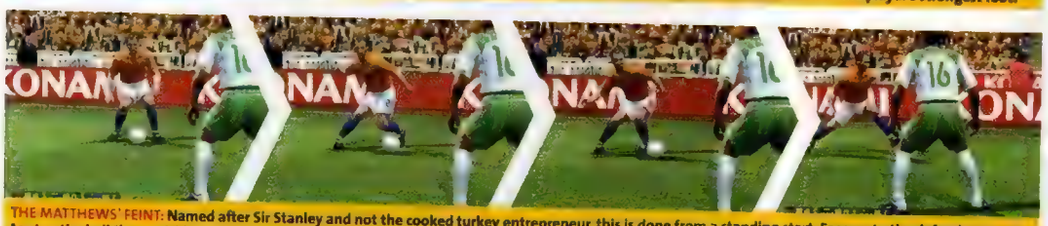
PLAY AS ENGLAND 03

THREE LIONS: On the shirt. Finally, *Pro Evo 6* features the real licensed England strip.

04 NEW SKILL MOVES REVEALED!

THE 90 DEGREE KNOCK-AHEAD: Not the catchiest of names, but this sharp change of direction can only be executed by the top technicians. Looks similar to the fake shot, but the player turns at 90 degrees and requires a sharp change of direction on the D-pad. And some luck.

THE V-FEINT: The 'V' is the shape the roll of the ball makes as it's dragged back then pushed forward into a 45 degree angle past the defender. From a standing start, hold L1 and pull back to execute the drag-back, then push the controller diagonally forward in the direction of the player's strongest foot.



THE MATTHEWS' FEINT: Named after Sir Stanley and not the cooked turkey entrepreneur, this is done from a standing start. Face up to the defender, use L1 to stop the ball then quickly tap left-right (from the attacker's point of view) and the player will shape to move one way, then explode into the other.

THE LOFTED HEEL FLICK: The cheekiest pass ever. Run away from the goal in a inside left position, stop, then immediately hit L1+○ or L1+□. Get it right and players of the highest ability, like Brazilian Kaka here, will chip the ball in using their heel.

STANDING FEINT: Another move that requires a tap of L1 to stand still, then double tap L1 or L2 and the player in possession will feint in the direction of their standing foot. Combine this with a quick change of direction with L1 and you can burn past stationary markers.

AND ENDLESS NEW ANIMATIONS...

Every game of *PES6* produces never-seen moments of control or clumsiness as players can now connect with the ball at any angle, which results in explosive volleys, mistimed headers or almost anything else you can imagine. There are also some hideous tackles to be had.

HEY, CRESPO: Watch how Hernan controls the ball on his forehead and then tees the ball up for a spectacular scissor kick. He missed, though. He'll get it next time, don't you worry about that. When the ball screams into the net from one of these, it looks astonishing.

HE DIVED, REF! Players go into over-the-top more often and even show their anguish on their face.

RIDE LIKE A SALMON! When climbing for headers, players can jump too early and have to re-adjust mid-air.

NEW TEAMS 05

The big additions are fully licensed English and Dutch kits, but there's a few new club teams, listed below. Expect the usual comings and goings from promoted/relegated teams from the various leagues, so you'll see Sheffield Utd, Reading and Watford.

NATIONAL TEAMS

Angola – NEW!
Ghana– NEW!
Togo – NEW!
Trinidad and Tobago – NEW!
Ireland
Italy
England
Wales
Ukraine
Denmark
Holland
Greece
N.Ireland
Croatia
Switzerland
Sweden
Scotland
Spain
Slovakia
Slovenia
Serbia and Montenegro
Czech Republic
Austria
Germany
Turkey
Norway
Hungary
Bulgaria
Iceland
France
Belgium
Poland
Potugal
Romania
Russia
Latvia
Nigeria
Tunisia
Ivory Coast
Cameroon
USA
Paraguay
Mexico
Uruguay
Argentina
Columbia
Chile
Brazil
Ecuador
Peru
Venezuela
Iran
Japan
South Korea
Australia
Saudi Arabia

CLUB TEAMS

PREMIER LEAGUE:
Arsenal
Chelsea
West Midlands Village
Lancashire
Middlebrook
South East London Reds
Merseyside Blue
West London White
Merseyside Red
Man Blue
Man Red
Teeside
Tyneside
Pompy
North East London
East London
Lancashire Athletic
(Plus three teams promoted to the Premier League: Watford, Reading and Sheffield United – pending non-licenced names)

MAJOR EUROPEAN LEAGUES:
Full French League (x20 teams)
Full German League (x20 teams)
Fully licenced Italian League (Serie A, teams x20)
Fully licensed Spanish League (LFP, teams x20)
Dutch League (x18 teams)

OTHER TEAMS:
Lisbonera
FC Bosphorus
FC Belgium
Constanti
Russia Rail FC
Peloponnisos
Athenakos FC
Bruxelles
Sheffcor Domake
AZ Czech
Esportiva
Caopolo

DELETED TEAMS:
Brugges
Moscow
Shakhtar Donetsk
Morocco

* Teams correct at time of going to press, but expect small roster changes.

NEW TEAM LICENSES

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06 NEW STADIUMS

2006 is a big year for stadiums – it's the year the new Wembley should have opened, the year Arsenal move into their new home and the year we saw what German efficiency achieved with the World Cup venues. So the *PES6* line-up is going to be different from the previous games. Here's a few that are included.

PES SHOP STADIUM
CAPACITY: 19000
ESTABLISHED: 1946
You can pick this one from the shop and what it lacks for in terms of scale, it more than makes up for in blue seats.

FIFA WORLD CUP STADIUM, MUNICH
CAPACITY: 66.000
ESTABLISHED: 2005
Stadiums from the World Cup are likely to be included, such as the incredible glowing stadium in Munich.

WONKY KEEPERS 07

It doesn't take a genius to figure out that something is different about the keepers – they flap like a bare-footed Graham Norton on a hot plate. Hit a shot at the top corner and they might scoop it out with a jaw-dropping leap through the air. Hit anything straight at them, however, and the goalies are likely to fumble like Bill Gates on his prom night. It means a lot of goals will be scored from rebounds off the keeper.

EYE ON THE BALL, KEEPS: Looks like Dida has got this routine shot covered. Easy enough, eh?

FORE-ARMY OF TWO: But no – he's tried to grab the ball with his *forearms* instead of his gloves...

EASY PREY: And he's spilt the ball. It's just begging for an onrushing striker to slam it home. Rooney, Drogba, Van Nistelrooy, Ameobi – this would be simple pickings for any of 'em. Well, maybe not for Ameobi.

08 SPECIAL TOUCHES

PES6 contains loads of little details that really help bring the game to life, even if they're easy to miss. For example, did you know there are 15-plus colours (and patterns) for the in-game player bars and menu icons? Exactly...

CAPTAIN'S ARMBAND: It's even got a proper Madrid logo.

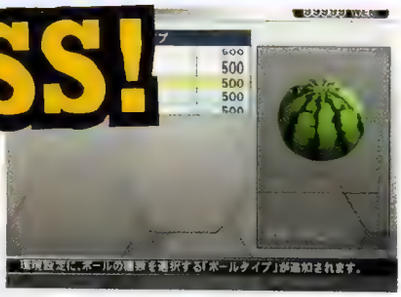
CELEBRATIONS: Celebrations are true to life.

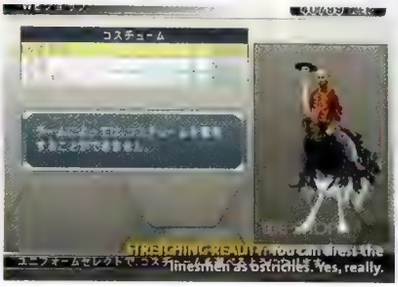
CLASSIC PLAYERS: Recognise this hairy legend?

09 MADNESS!

No, this isn't a joke. You can earn *PES* points by playing loads of games, winning tournaments and scoring goals, which can be traded at the *PES* Shop for some peculiar items. We thought last year's 'Monkey Hat' was weird, but this takes the biscuit. Which, sadly, is one of the few things you *can't* buy at the *PES* shop.

DOG'S LIFE: Jens Lehmann wears a 'special' cap from the *PES* shop.





STRETCHING REALITY: You can dress the linesmen as ostriches. Yes, really.

MELON MAN: Buy secret fruit balls from the *PES* shop, like this MGS-style melon.

10 LIKENESSES

Every year, Konami get a few player likenesses spectacularly wrong and correct them when the player gets famous enough. Sometimes it works in reverse, mind...

BEFORE: The tall kid at the Milky Bar Kid audition. Looks nowt like him, really.

PETER CROUCH

AFTER: Dancing to electro-pop like a robot from 1984. But, well, still looking nothing like Crouchie.

DAVID VILLA

BEFORE: Cue team of Japanese developers scratching their heads – at least he's a) a man and b) not bald.

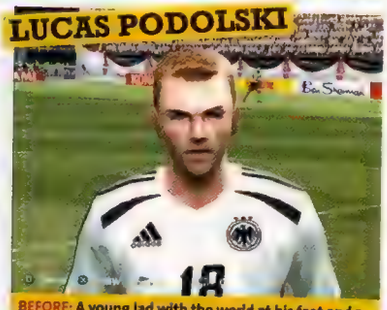
AFTER: They've replaced Generic Haircut 56 with a real fringe to match the Spain star's actual barnet.

BEFORE: West Ham's finest is a perfect Attitude cover star – all cheekbones and ice-cold glare.

PAUL KONCHESKY

AFTER: Julian Dicks mark two. You wouldn't want to meet him in a dark alley. Or anywhere else.

LUCAS PODOLSKI



BEFORE: A young lad with the world at his feet and a stupid Generic Short haircut 5678, with Face '0'.

AFTER: A handsome young international striker, adored by Germans and hairdressers alike.

11 PSM3 ARE IN THE GAME!

We're not saying we're number one for all your *PES* news, but Konami *have* added us to the ad hoardings. Yes, that's PSM3. Not '2'. <Gasp>. Turn the page for more...

THE NAME GAME: Two of the greatest combine – and we're on the ad hoardings, too.

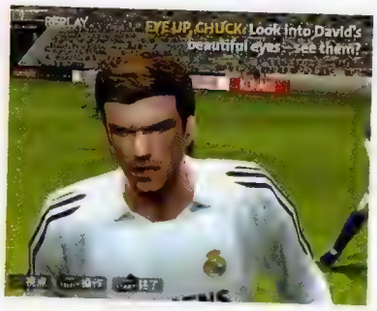
12 FLUIDITY AND FLOW

Here's a round-up of the major gameplay changes. There are no huge alterations of course, as *PES* is all about evolution, but there's enough new stuff to keep it interesting. The long passes no longer scrape the earth's atmosphere, for instance – instead they have a much lower trajectory, enabling players like Xavi and Gerrard to switch play far quicker. Also...

- The lofted through balls have a higher trajectory which makes them far more effective the closer you are to the back four. They're now like delicate chips.
- There's less *PES*-assist on passes, especially through balls – make sure you press the right direction before releasing the ball, because it won't reach your target otherwise.
- It's tougher to take the ball cleanly in a tackle as players don't always lose balance after surrendering possession and so will immediately fight to win it back.
- There's a slicker more fluid feel to the star players, especially the dribblers. Players like Ronaldo and er... Ronaldo constantly move the ball between their feet and have incredibly sharp movements.
- The shooting requires more timing. You'll find a lot of shots will balloon over the bar at first before you learn to settle your player before having a crack at goal.
- There's loads of new animations for first-time passes. The most skilful players can release the ball off their chest, thigh or heel while spinning in mid-air, which means the passing can have a devastating flow – this is definitely a quicker game than *Pro Evo 5*.

13 GIVING HIM THE EYES

How's this for subtle – the players' eyes move. It's not just the heads that follow the ball, it's the pupils as well, watching it onto their boot, onto their chest or as it loops over their head as Ronaldo hammers it into the net.



EYE UP, CHUCK: Look into David's beautiful eyes – see them?

EYE CAN SEE YOU: The players' eyes follow you everywhere, like a painting in a horror film

14 WE KNOW WHO'S ON THE BOX...

John Terry will definitely return (he's actually good at *PES*, too, thwarting our hopes we're better than him at *something*), but Thierry Henry's been replaced. The new pack star? The big picture to the left might give you a clue – it's Adriano. The explosive Brazilian is a good choice as he's an amazing player, a world star and he plays for Inter, Seabass' favourite team.

PSM2 IS NO MORE...

WELCOME PSM3

Behind this innocent wrapper lies the world's first next generation PlayStation magazine.

Hello. Dan G here. Editor of PSM2. I have some great news. The next issue will be the best magazine we've ever produced. It will come with two discs. It'll be 16 pages fatter. And it won't cost you a penny more. And it has a new name. From the 27th July 2006 PSM2 becomes [drum roll and fifteen gun-barrel salute, please] PSM3.

To reflect the changing times we're creating a new PSM. A new PSM custom-built to deliver everything you need to know about PlayStation 3. We'll be the only magazine dedicated to filling your brain with every stunning PS3 game in advance of that November 17th launch. Month by month we'll be making sure you're ready. Month by month we'll be bringing you a series of incredible firsts. And month by month we'll be making you as expert as Lord Kutaragi himself, so that come UK launch day PSM3 readers will the first to play the new machine and the first to find and finish the greatest games the world has ever seen.

And we won't just be bringing you every great new PS3 game in glorious widescreen hi-impact hands-on. We're still all about PlayStation 2 and PSP too. Every new game worth playing on every format will make it into the mag and will be reviewed in the way we know you love. Our Extended Play section makes you The God of Games, highlighting the games you might have missed and making you expert in the games you play. The Your Space pages combine your messages, reviews, challenges and give you a live community in which to have fun. And our commitment to telling it like it is means we've got the most readable, entertaining and waffle-free news section you've ever experienced. It's something we're calling Frontline.

There's so much more I'd like to say but we need to save a few surprises for the new mag (such as the exact nature of issue one's *best free gift ever*). If you want to see what's got us so excited (and to make sure you don't miss a moment of PlayStation 3) then look out for the new look and new logo on news-stands from 27th July 2006.

"TWO DISCS. 16 PAGES FATTER. WON'T COST YOU A PENNY MORE. AND IT HAS A NEW NAME: PSM3"

WHY YOU'LL LOVE PSM3

1) It's by the same team that make PSM2. That's a good thing, by the way.

2) It's got two discs every month. Not one. Two.

3) It's only PlayStation mag focused on PS3.

4) It's packed with new sections and new surprises.

5) We're online. Check out www.psm3mag.com for the latest info.

DO NOT OPEN UNTIL THURSDAY 27TH JULY 2006

ALL THIS AND PS2 AND PSP TOO

We still love PS2 and PSP. So if it's worth knowing about you'll find pages and pages dedicated to it in PSM3. *God Of War II, Final Fantasy XII, Scarface, Smackdown Vs Raw 2007, Splinter Cell: Double Agent, Lego Star Wars II, Destroy All Humans 2, Phantasy Star Universe, MGS3: Subsistence, Bully, GTA: Vice City Stories*... We'll be bringing you all the news, previews and reviews for these games and more FIRST.

NEW LOOK!

Look out for our new logo and new look mag come PSM3 launch day on July 27th.

We've redesigned to become leaner and more gorgeous, ready for the next generation. Our screenshots will be the biggest and sharpest around, making us the premier place to see new PS3 games in action. And our features by our PSM2 experts (and Andy...) will get you closer than ever to the new machine.

And the new look extends to our stunning new DVD. It's rammed with more video than Blockbuster and slicker than a Hollywood oil spill.

NEW MAG!

We're giving you 16 extra pages from here on in. We're the first, fattest and smartest PS3 magazine you can buy. Want to know what's on our first ever cover? That's a secret. Sorry!

NEW FEATURES!

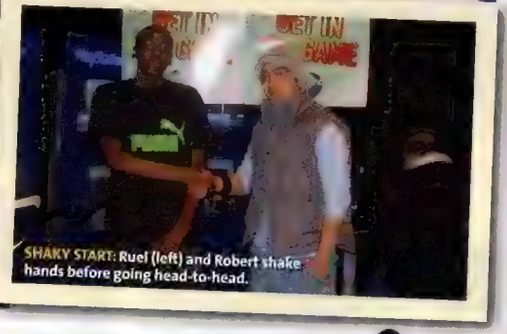
Our first issue will come rammed with the best PlayStation 3 feature EVER! Every fact, every element, the whole nine yards ripped apart. And we think you're going to love our brand new sections designed to get you behind the scenes with PS3 and the games you love. You know you can trust us to deliver.

TWO DISCS

From next month we'll be filling not one but two discs full and giving the pair away free every month. One disc will bring you the latest in video (look out for our amazing high-def quality PS3 footage) and the second disc will bring you software, game saves, wallpapers for your PSP and a frankly stunning database of every PSM review ever. It's ten mags worth of content on two full-fat discs.

PSM3 ON SALE THURSDAY 27TH JULY 2006. DON'T MISS IT!

WORK, REST AND PELE: A football legend meets his fans – but enough about Angelo, who's that bloke on the left?



SHAKY START: Ruel (left) and Robert shake hands before going head-to-head.

ARE YOU THE UK'S BEST PES PLAYER?

The overly-complex *Pro Evo* league is dead – long live the straightforward *PES* Rankings system and Konami's nationwide tour. Here's how to get involved...

To mark the start of the all-new *PES* Tour (a knockout variation on last year's *PES* league), a very special guest was lurking in the bowels of London's Virgin Megastore venue – Brazilian footie legend, Pelé. And, get this, the day's lucky winners got to meet and touch him – whether he wanted to be touched or not. Considering the tournament was taking place on a

Jermaine Robertson was the first bloke to secure his audience with the great man – but later confessed that he'd never even played *Pro Evo 5* before. Nice work, fella. Sam, Callum and Mayo hopped on the bus to the venue with dreams of flexing their skills and bagging a signed copy of Pelé's autobiography, and didn't leave disappointed. All three of the boys got a space in the queue to meet the great man and his (phew) scantily-clad samba girls.

"THE LUCKY WINNERS THAT DAY GOT TO TOUCH PELÉ"

Thursday, the turn-out was strong, with people skipping work and school in order to take part. And who wouldn't with goody bags of prizes on offer?

The straightforward knock-out tournament got off to a slow start, with one participant claiming to have no desire to play a competitive match. The wuss. By midday, however, the store was heaving with male testosterone (oddly, not one lady wandered into the fray) and the action was well underway. Rock-steady nerves were smashed to dust as people realised how close they were to meeting Pelé.

We also got to meet Pelé, the figurehead of an impotence charity (we kid you not), and it really was a nerve-racking experience – especially as we jumped the queue, ahead of hundreds of waiting fans. But Pelé was a complete gent, shaking our hands and having a little chat to each of us.

All in all, it was a day to remember. Gutted you weren't there? Fear not, just look at the next dates and venues (to the right) and you too could meet a football legend after a hard day's *PES*-ing. Oh, and us, too, because we'll be reporting on each event. See you all there. Get your boots on.

PES RANKINGS: EXPLAINED

The *PES* Ranking system is a league table which is devised to find the greatest online player in the UK. Its formula is simple; you win or draw games over the net and you get more points, if you lose, you don't. Registered users of the website – www.pesrankings.com – can create tournaments and leagues or even play a simple exhibition match in order to bolster their point haul. But the next tour dates are July 7th at Virgin Megastore in Albion Street, Leeds, and July 28th at the same store in Buchanan Street, Glasgow. Here, your points tally is increased as a reward for actually turning up in the flesh and playing games, and there's a huge bonus for winning any of the hourly (10am – 6pm) knock-out events too. So what are you waiting for?

Accelerator extra

Tiny last-minute shots of BIG importance

FULL AUTO 2: BATTLELINES

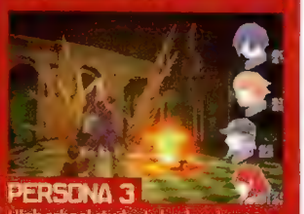
Cars with guns attached to them, you say? Novel. Clichés aside, however, this action-packed racer doesn't look half bad. Think *Burnout*, but with bigger balls. The focus here is strictly on arcade action, so expect over-the-top explosions and simple controls.

DAWN OF MANA

This prequel to classic SNES role-player *Secret Of Mana* not only looks gorgeous, but features a *Kingdom Hearts*-style combat system. Keep your eye on this one – it's the first time a *Mana* game has appeared on PS2, and probably the last.

BATTLESTATIONS: MIDWAY

This warmongering flight sim has been a long time in the making. The new-and-improved HUD and refined strategy gameplay on show at E3 looked great, and there's just as much tactical planning as there is flying around dropping bombs on stuff. Out in September, we hope.



PERSONA 3

High school students by day, demon-bashing occult members by night. This anime-inspired RPG may never see the light of day in the UK, which is a shame because it's delightfully mental. If you're really interested, you could get it on import soon.

APE ESCAPE: MILLION MONKEYS

The biggest *Ape Escape* game yet. This time you'll not only be on the tail of the titular apes, but pursued by enormous screen-filling mechs. Oh dear. And, as the screenshot above shows, the apes can drive tanks this time. Cripes! You'll need more than a net to catch these fellas this time.

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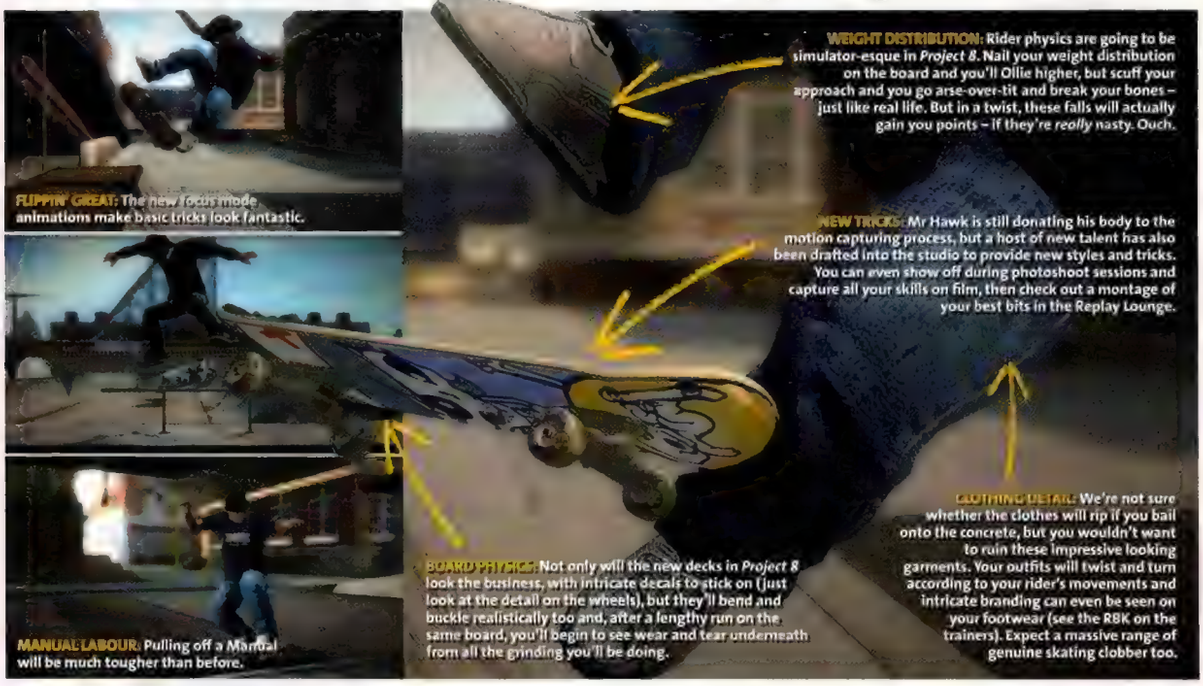
FOUR REASONS TO LOVE TONY HAWK'S PROJECT 8

Wobbly trucks, broken bones and real physics – the new *Tony Hawk* promises to be the most detailed sports game ever.



FLIPPIN' GREAT: The new focus mode animations make basic tricks look fantastic.

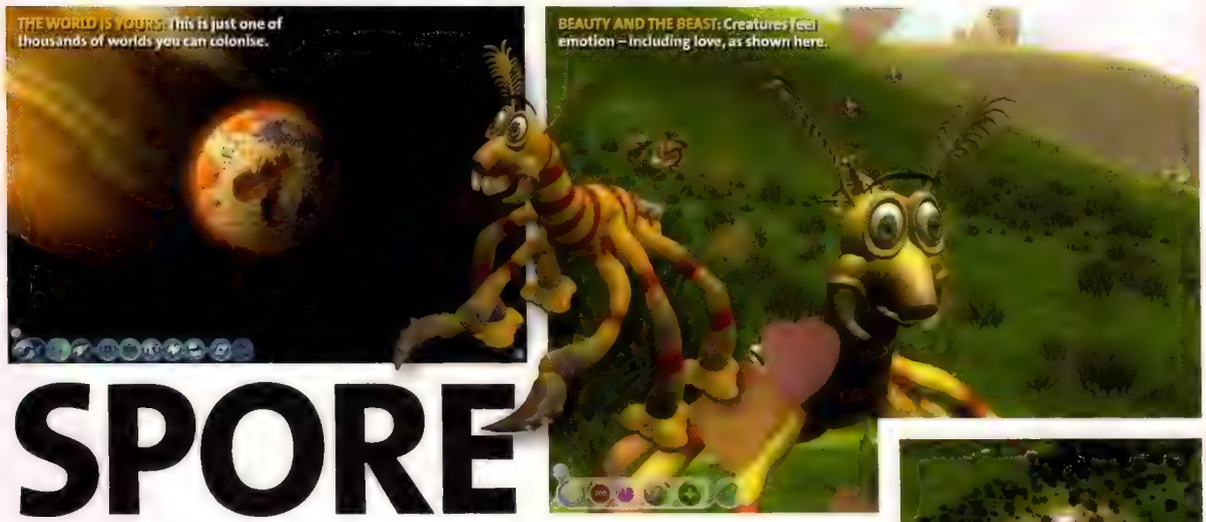
WEIGHT DISTRIBUTION: Rider physics are going to be simulator-esque in *Project 8*. Nail your weight distribution on the board and you'll Ollie higher, but scuff your approach and you go arse-over-tit and break your bones – just like real life. But in a twist, these falls will actually gain you points – if they're *really* nasty. Ouch.

NEW TRICKS: Mr Hawk is still donating his body to the motion capturing process, but a host of new talent has also been drafted into the studio to provide new styles and tricks. You can even show off during photoshoot sessions and capture all your skills on film, then check out a montage of your best bits in the Replay Lounge.

MANUAL LABOUR: Pulling off a Manual will be much tougher than before.

BOARD PHYSICS: Not only will the new decks in *Project 8* look the business, with intricate decals to stick on (just look at the detail on the wheels), but they'll bend and buckle realistically too and, after a lengthy run on the same board, you'll begin to see wear and tear underneath from all the grinding you'll be doing.

CLOTHING DETAIL: We're not sure whether the clothes will rip if you bail onto the concrete, but you wouldn't want to ruin these impressive looking garments. Your outfits will twist and turn according to your rider's movements and intricate branding can even be seen on your footwear (see the R8K on the trainers). Expect a massive range of genuine skating clobber too.



THE WORLD IS YOURS: This is just one of thousands of worlds you can colonise.

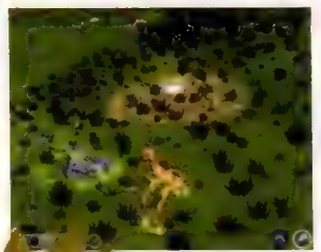
BEAUTY AND THE BEAST: Creatures feel emotion – including love, as shown here.

SPORE

Mental life creation-sim from the genius behind *The Sims* evolves onto PS3. Trust us, that's *great* news.

From a single-celled amoeba splashing around in a rock pool – Paul Danan, anybody? – to a galaxy-hopping race of hyper-intelligent aliens with cities on multiple worlds, *Spore* is a life simulator in every sense of the word. Featuring a remarkably flexible beast editor, you control your creature's evolution – should it be a multi-limbed carnivore? Or a peace-loving herbivore? What colour should it be? How many limbs should it have? Nose or beak? Decisions like these affect the way your animals develop – how they adapt to their environment, how they associate with other beasts and whether or not they will top the food chain to become the dominant species. And when you're finished on one world, develop space craft and find others. You can take these worlds by force or just see if your creatures can sneak their way into the planet's ecosystem and thrive.

PSM RECKONS *We've barely scratched the surface here. There's so much to do in* Spore, *but we're saving the rest for nearer its release date. In an interview at E3, creator Will Wright said that* Spore *will be coming to PC first, before appearing, eventually, on PS3. With so many war games and shooters, a truly innovative title like this really is something special, and if Wright's previous games are anything to go by –* The Sims *and* Sim City *– it should be special.*

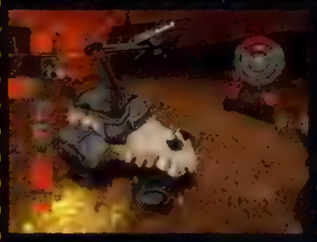


NEWS BITES

"FOR THOSE ABOUT TO ROCK"

EARACHE: EXTREME METAL RACING

This *eexxtrreeeemmeee* racing game features almost a full DVD's worth of songs by noisy thrash metal artists including Mortiis (we've got all his records), Municipal Waste (they're never off Dan D's iPod), Akercocke (got the t-shirt) and Society 1, who are far better than Society 2. What better music to slide around Hell murdering people with hood-mounted weapons to? It's sort of like *Twisted Metal*, only for 14 year-old goths who hang out in the Homebase car park drinking cider. Or sheep's blood. Against all odds, it plays well. Review next month.



"NORTHERN EXPOSURE"

EDINBURGH INTERACTIVE ENTERTAINMENT FESTIVAL

One of the most significant events in the games industry, the Edinburgh Interactive Entertainment Festival, returns on August 22nd. The show will feature two days of conferences, where developers and publishers will meet to talk about the future of the games biz, followed by game demos for members of the public. Then it's time for an awards ceremony, hosted by PSM2 sister magazine Edge. Key industry figures will gather here to receive plaudits for their work. Visit www.eief.co.uk for more information.

"TEN YEARS YOUNGER"

UNTOLD LEGENDS: DARK KINGDOM

New screenshots have been released of Sony's PS3 RPG, *Untold Legends*. If you remember the last batch of screenshots we ran, it was looking decidedly sloppy, but they *were* early shots. Now, though, it's looking much better, boasting sublime lighting effects and dozens of on-screen enemies. The game will be similar to *Champions Of Norrath* and *Baldur's Gate: Dark Alliance* in that it'll be an RPG, but more accessible and less reliant on upgrading stats and fiddling with menus.

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SAVE IT FOR WORLD TOUR SOCCER 2

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A word of advice son: save those silky skills for where they belong: World Tour Soccer 2. In this game it's not just the winning that counts, it's the style you do it in: the better you play, the more points you get. And you'll have plenty of opportunities to strut your stuff. WTS2 has 11 different game modes that actually encourage you to play different styles as you show the best teams in the world what's what. And there are even more game modes downloadable after launch. Bring. It. On.

Developer: Pandemic ■ Publisher: THQ ■ ETA: October

PEACE, MAN?

No chance. Crypto turns the slaughter up to max and takes on the hippies in *Destroy All Humans 2*.

Free love, peace, harmony, tolerance. A world in which each man can call the next his brother. Girls with flowers in their hair. Doesn't that sound just lovely? Nah. Well, not if you're Crypto, the psychotic alien star of *Destroy All Humans 2*, who finished the last game, in disguise, with the unlikely status of President of America. He hates the very thought. It's time to murderise some hippies.

Yes, *Destroy All Humans* has moved on a decade from its last outing and now takes place in the '60s, where Crypto discovers that a select group of humans have lost the alien DNA that Crypto implanted into the minds of everyone living at the end of *DAH1*. That'll be the hippies, obviously, who've concocted a new drink that inspires peace and love – and frazzles any alien DNA present in whoever gulps it down. And we can't have that, can we?

"LOVE, PEACE, HARMONY AND TOLERANCE? NAH. IT'S TIME TO MURDERISE SOME HIPPIES"

DAH2 (on PS2) looks like more of the same, rather than a radical overhaul, but there promises to be enough new stuff to keep us amused. There's bodyjacking, for instance, which lets you physically occupy the body of an unsuspecting citizen (rather than merely disguising yourself, like last time). Also, if you get involved in a heavy shootout you can drop a massive meteorite on everyone's heads, and there's a gun that simply sends whatever it's fired at flying around in the air at random, crashing into people and buildings. You'll also get to globetrot, visiting the likes of Tokyo, Russia and England.

PSM RECKONS *Should be as funny and enjoyable as before, if not more so. More news soon.*

Accelerator extra

Tiny last-minute shots of BIG importance

CURIOUS GEORGE

The tiny, inquisitive monkey is getting a PS2 outing later this year. The game involves being curious (obviously) with George looking for clues in a number of colourful levels. We expect this'll be the standard movie-to-game conversion, but, well, it could be good. You can't judge a book by its cover.

SAMURAI WARRIORS 2

More epic battlefield action, this time with an increased number of special moves and dozens of new characters including the evil Nobunaga's trusty wife. Yes, really. Looking at the screenshots though, it looks mighty familiar to the last game, hmm.

GOLDEN AXE

Sega are turning their classic side-scrolling scrapper into an action RPG. Staff from the distinctly average *Gauntlet: Seven Sorrows* are getting involved, so expect something similar to that, with button-bashing combat and easy-to-use RPG elements. But will they sour the series' legacy?

XIAOLIN SHOWDOWN

Based on a popular American cartoon, this martial arts-infused adventure game features colourful cel-shaded visuals and platforming sections. Never heard of the TV show? Nor us, but the developers are the guys behind the really rather excellent Mark of Kri, which is promising.

ROGUE GALAXY

The English translation for this absolutely stunning RPG is in progress, meaning a UK release shouldn't be far off. Developers Level-5 created *Dark Chronicle* and this is similarly fantastic, boasting some of the best cel-shaded visuals we've ever seen.

PlayStation.2

FEEL THE RIDE
WIN THE BIKE

The developers of Gran Turismo® bring you the most realistic motorbike racing simulator ever.

If you want to get your hands on the real, real thing here's your chance to win a super bike of your own. Use the TT Photo Mode to capture your best shot of the Honda CBR 600, save it on memory stick and upload to touristtrophy.com. It's simple: the best shot chosen gets a Honda CBR600 with great runners up prizes.

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SPYHUNTER

SWEET TRUTH: The on-foot sections are arcade slick, with easy targeting, despite some wonky camera angles in tight spots.

SPY HUNTER
NOWHERE TO RUN

A movie in the works and a WWE star behind the wheel, but can *Spy Hunter* pass its hands-on test?

Dwayne 'The Rock' Johnson has always looked like a video game character. We don't just mean his appearance in umpteen WWE PS2 titles, but the fact that he's a real-life virtual hero, built to blow things up using his fists and head. Half man, half power tool, he's got the kind of voice that could scare Rice Krispies into keeping quiet at breakfast time, and a neck like a postbox. Lash four of him to the front of your car, and you've an attack vehicle that could comfortably invade a neighbouring country. Dwayne Johnson was *born* to be a video game star, and anyone who disagrees with that gets their house hurled into space.

He's definitely getting round to making this a reality: This is Mr The Rock's first full-on videogame role outside the WWE series (or second, if you include the Scorpion King, which was more a spin-off from the movie), and he'll also be starring in the movie of *Spy Hunter: Nowhere To Run*. He has appeared on GMTV and the Paul O'Grady show in the past, if you really must know, but it's unconfirmed whether or not he powerslammed Eamonn Holmes into the coffee table for calling him a candy-ass bitch. He also stole the spotlight away from the snarly demons in the movie of Doom, a rubbish film that could easily noise your face off if played through a decent enough surround sound system.

"HALF-MAN, HALF POWER TOOL... THE ROCK WAS BORN TO BE A VIDEOGAME HERO"

MINCE SPIES

The irony behind the game's subtitle is that, for the first time, a *Spy Hunter* game now gives you plenty of places to run, and a chance for *Nowhere To Run* to show off its human star as well as its transforming Interceptor supercar – each level is broken up into sections that take place on foot, on wheels or even on water, as the progression of each mission dictates. As for third-person action sections, Mr Johnson – playing Alec Decker, an ex-fighter pilot turned government agent – gets to indulge in typical twin-stick gun carnage with a range of familiar boomsticks, from pistol to bazooka. Alec can also holster his firearms in order to slap enemies – who all work for the evil Nostra outfit – about or grab them by the scruff of their necks before bringing them crashing down across his knee like some wrestling finisher. Typecast, you say? Well, he *was* born to be a videogame hero.

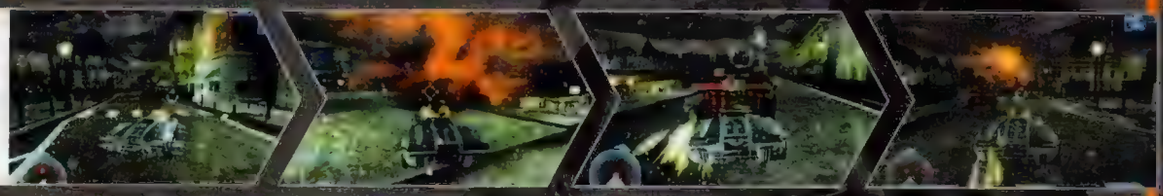
Otherwise, we're on more familiar *Spy Hunter* territory, driving the Interceptor through vehicle action stages that take in both sea and land. The game has you hurtling from objective (shoot stuff)

FOUR WAYS TO 'ROCK'

Just how does a hi-tech government freedom fighter get around? Very easily, thanks for asking, while trailing more destruction than the juiciest bits of the Bible.

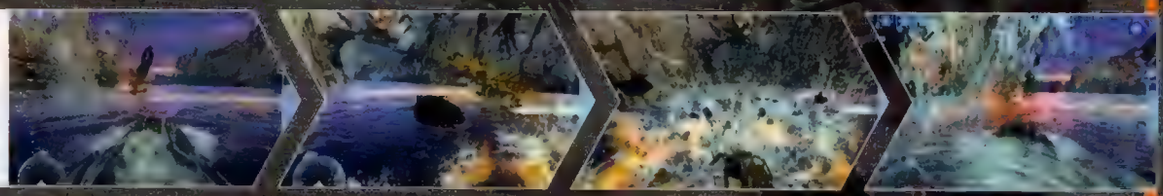
GO BY CAR!

The least surprising of the Interceptor's forms, it's also the most offensive. Using tyre spikes to shred opponents who pull up next to you is one of the game's most gratifying offensive moves.



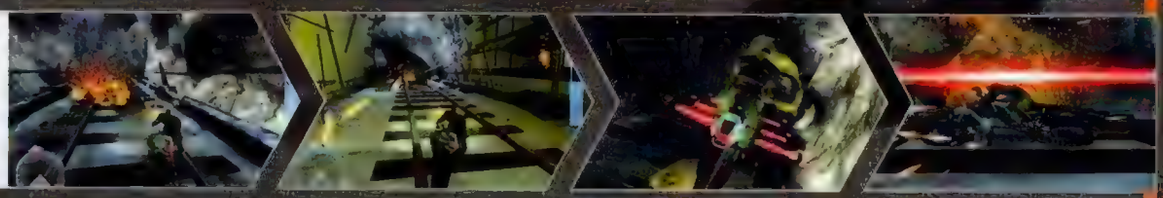
GO BY BOAT!

The hovercraft often gives you more room for manoeuvre than the car, but it can attack in just as many directions. It drops spiky mines and can parp out a smokescreen too.



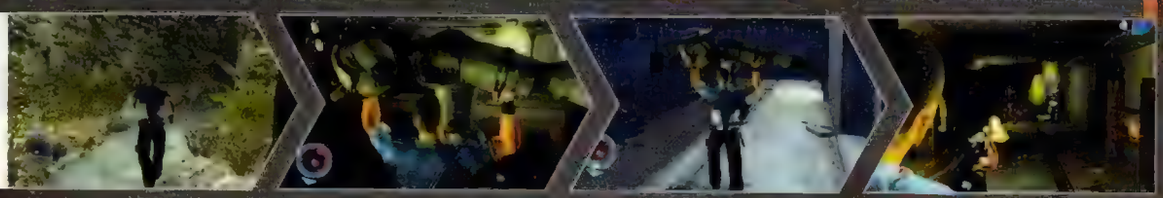
GO BY BIKE!

The bike's a little bit weedy, toting some simple weapons, but it makes for a great escape vehicle, speeding you through tunnels and under barriers at the speed of unsound.



GO BY ROCK!

The man himself. He's got no wheels or ground-to-air missile abilities, but packs plenty of guns, grenades and can hit Nostra terrorists so hard that they die after about four punches.



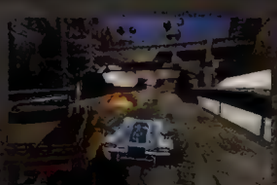
to objective (shoot more/other stuff), allowing you to leap in and out of the water as you go. These sections are straightforward but chaotic – you've four weapons mapped to the shoulder buttons, with L2 and R2 offering rear attacks, and the rest dealing with forward-facing offensives. Rockets, machine guns, tyre spikes, oil slicks, sprinkles of mines, missiles, smokescreens – there's a healthy arsenal on offer, and it's a game built for run 'n' gun action with an arcade bent. While tearing through the grounds of a Nostra installation or across arctic water flows, you won't be punished for glancing into walls or any non-hazardous part of the environment – it'll just slow you down and give you a little nudge to put you back on course. It's not about precision steering, not in a game when you're being shot at from the front, the back and from the air. And there are some likeably OTT moments, such as speeding through a tunnel on a bike in order to outrun a missile.

PSM RECKONS *Is it looking like a success? Well, the code we're playing is far from finished, but the endless streams of enemies and gunfire are already in place – but it's going to need some slickness pumped into it between now and its release. We're not expecting the smash hit of the (late) summer, nor anything more complex than a straightforward shooter coupled with headlong orrrmmm 'n' boom driving stages. It's for people who a) like shooting things loads, while going forward quickly and b) like grabbing hold of evil men and punching them senseless. Looking for something more sophisticated? That's not what The Rock is for, silly.*

"SPY HUNTER IS FOR PEOPLE WHO LIKE SHOOTING THINGS AND PUNCHING MEN SENSELESS"

SALVO MODE? EH?

Aping *Red Dead Revolver*'s 'Dead Eye' feature, your Interceptor can enter a focus state known as 'Salvo' mode, allowing it to take down multiple targets in the wink of an eye. It's essential for some sections, as you're simply travelling too fast to wipe everything out – instead, put the world into slow-mo, wave your reticule over as many enemies as possible in the short few seconds available and BLAMMO, they'll all be on the receiving end of a bouquet of rockets. Nice.



INVERT EXTROVERT No prizes for spotting the loser here. Except the top guy can probably see his house.

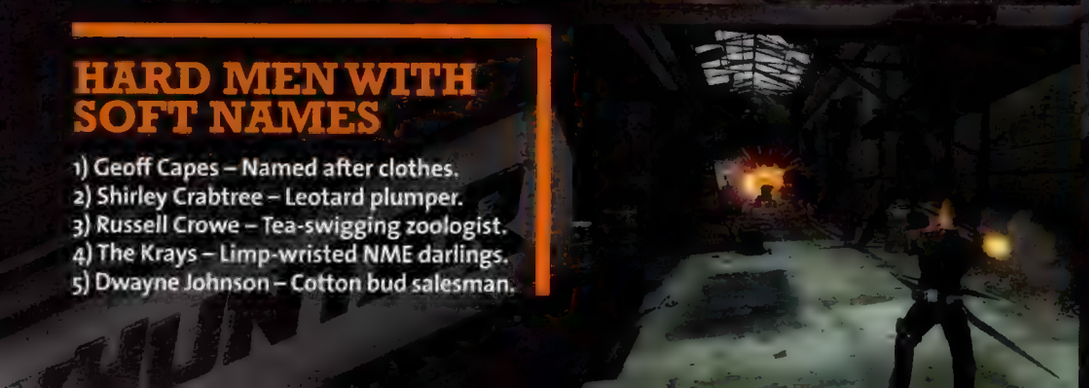
CAR SPARKS: Cause an enemy to explode violently and you'll get a slow-mo camera cut of the carnage in question.

BARREL CHESTED: We're confused. How come he's not shooting the BIG RED EXPLOSIVE BARRELS?

DEATH THROW: Don't worry. He's going to land on a ringside table set on some pillows. Er, hopefully.

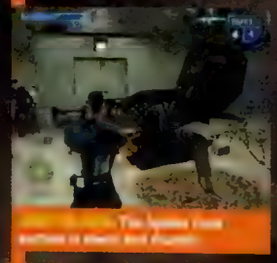
HARD MEN WITH SOFT NAMES

1) Geoff Capes – Named after clothes.
2) Shirley Crabtree – Leotard plumper.
3) Russell Crowe – Tea-swigging zoologist.
4) The Krays – Limp-wristed NME darlings.
5) Dwayne Johnson – Cotton bud salesman.



DRIVE THE SPY-DER

If the Interceptor wasn't enough of an arsenal, you'll get the chance to man the Spider Tank, a gun with legs that shakes the screen as it stomps around and spits great balls of fire at anyone dim enough to cross its path. As a general rule, evil henchmen fit the bill.

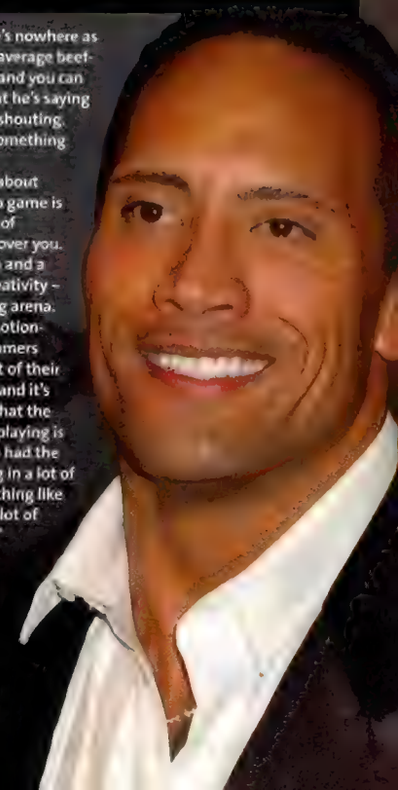


THE ROCK SAYS...

We like The Rock. He's nowhere as near as dim as your average beef-necked action man, and you can still understand what he's saying even when he's not shouting. And it goes a little something like this...

"What's great about being part of a video game is you don't have a lot of producers lingering over you. There's a lot of room and a lot of latitude for creativity – it's like a free flowing arena.

"I love doing motion-capture work; the gamers out there spend a lot of their hard earned money and it's great to make sure that the person who they're playing is that real person. I've had the opportunity of being in a lot of videogames, but nothing like this, and we spent a lot of time being creative."

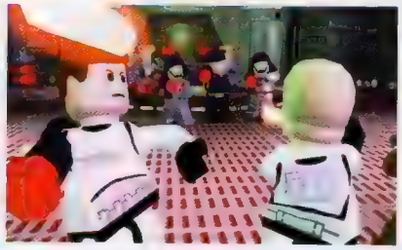


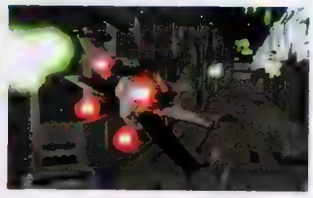
HERE'S ROCK: Teeth, model's own

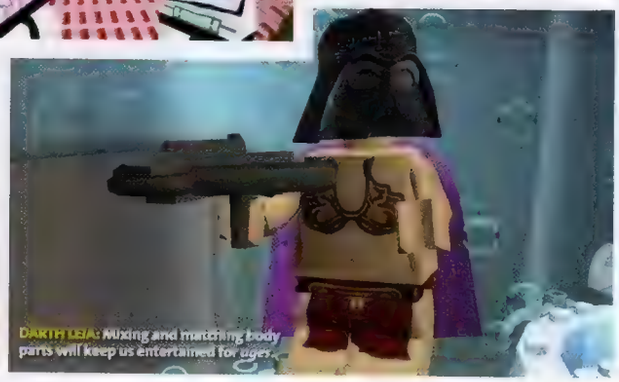
Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

RANCOR, BLIMEY: Little Jedi Luke legs it from the giant monster in Return of the Jedi. Dig those teeth.







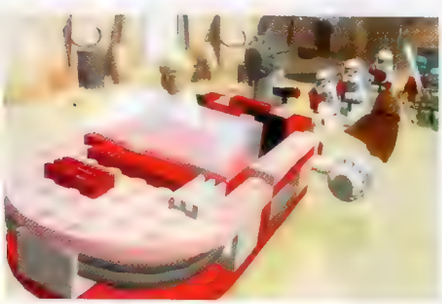
DARTH LEIA: Mixing and matching body parts will keep us entertained for ages...

LEGO STAR WARS II: THE ORIGINAL TRILOGY

Wi-Fi Rancor chasing? *Star Wars* is even better on PSP...

The original *Lego Star Wars* on PS2 had its flaws, but we loved it to little plastic bits. So the shock news isn't that Traveller's Tales are developing a sequel based on the original trilogy, but that it looks almost as good on PSP – you'd be hard pressed to tell the difference, bar the fine detail – with a handful of unique features that you won't find in the full-fat PS2 version.

Challenge Mode is the most notable new feature. In this you play through timed versions of the game's main levels, collecting pieces of characters from the first *Lego Star Wars* to use in the new title. So if you ever fancied taking General Grievous or Darth Maul for a stroll around Mos Eisley, now's your chance. And, because *LSW* works so well as a two player game, you can team up with a mate over Wi-Fi to tackle the key scenes from the first three films.



Then there's the ability to unlock and play the last levels from Episodes 1, 2 and 3 of the Star Wars saga, lifted from the PS2 version of the game. These include Obi-Wan versus Darth Maul, Anakin versus Count Dooku and, of course, the climactic battle from Episode 3.

Among the levels you can expect to play in *Lego Star Wars 2*, there's the assault on the Death Star from the end of A New Hope, the battle with the AT-AT walkers on the surface of snow-covered Hoth, the speederbike chase through the forests of Endor, escaping from Jabba's sailing barge

//TAKE CHARGE OF AN AT-ST AND STOMP AROUND CRUSHING EWOKS//

(which should include a fight with Boba Fett), training to be a Jedi on Dagobah with Yoda and loads more, a lot of which have been extended especially for the game.

There are also new free-roaming vehicle sections – no more of the on-rails stuff from the last game – so expect to be able to take charge of an AT-ST and stomp around Endor, crushing Ewoks. Hooray! If you're a Star Wars fan, seeing your favourite moments in Lego form could well be the most exciting thing ever. Just watch the bit on this month's DVD when Han Solo winks – it's cooler than skinnydipping on Hoth.

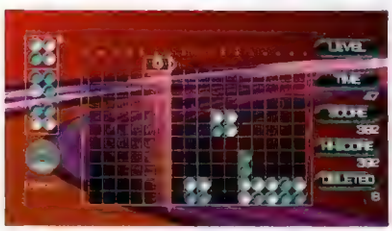
PSM RECKONS *It's going to be great – and from what we've played, it doesn't suffer from the usual problems associated with PSP. The camera auto-adjusts smoothly and movement is crisp – the game's chunky feel and arcade dynamics are perfectly suited for handheld. With all the new features, there's an argument that it's might be* better *than the PS2 version. We can't wait to start customising characters. A Han Solo Hoth/Bespin/Carbonite triple-decker, please.*

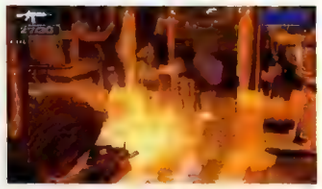
"PSP'S PRIME PUZZLER RETURNS"

LUMINES II

What would you do to make *Lumines* – PSP's best puzzler – better? Not much, is the answer from publishers BVG, which is why *Lumines II* will deliver much the same hypnotic square-pushing as before, but now with fully-licensed artists – unlike the fun but generic tunes of old. The confirmed acts are still under wraps, but you'll be able to see their videos floating in the background as you play. Unfortunately, it's not going to be in the shops until the end of 2006. Bugger.

PSM RECKONS *The battle mode is set to be ramped up – hopefully with more rewards for your time. Lets be honest, this is going to be just like before – in other words, as addictive as breathing. Bring it on.*





MIAMI VICE

Forget the PS2 version – Tubbs and Crockett look pretty good in the palms of your hands.

The last *Miami Vice* game was a travesty, but you can tell within seconds of starting the action that this one will be far superior. Based on the stylish new Michael Mann film rather than the garish, pastel-coloured TV series, *Miami Vice* follows the exploits of drug-busting agents Tubbs and Crockett.

It's a traditional third-person shooter that features an aiming system that's almost identical to *Resi 4*'s. Hold L1 and you can aim manually with a laser sight. It's not quite as good as the way *Resi* did it, but it's well implemented. The action is slow-paced, with an emphasis on taking cover and sneaking, and being able to vault over waist-high furniture and objects makes leaping between safe areas surprisingly intuitive. Of course, you *can* barge in and shoot everyone to death with a machine-gun, but you won't last long.

The game even features cut-scenes with quick time events, similar to those seen in *God Of War*, and there are boat-to-boat shootouts through Miami's waterways to tackle.

PSM RECKONS *The Wi-Fi co-operative mode is fun and the aiming system works well. It's a little repetitive and the levels are funnel-like, but it's definitely one of the best movie licenses in a long time, based on what could potentially be a great film. With a 'reputation' system, computer hacking minigames and the aforementioned vehicle sections,* Miami Vice *looks like it'll be decent – and after the last game, we never expected to be saying that.*

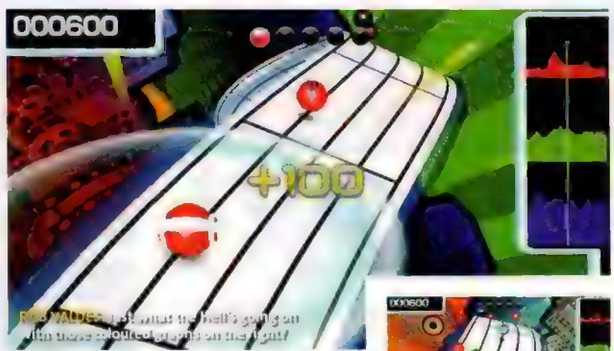
RHYTHM-TRAXION

Kuju's curious *Traxion* is as playable as your MP3 collection. Yes, literally.

Whatever your choice of MP3s says about you, here's a game that makes you half DJ, half game designer and all player. *Traxion*, which is being published by LucasArts, is a collection of rhythm-action minigames that generate gameplay on the fly in accordance to the MP3s it finds on your Memory Stick – anyone remember *Vib Ribbon* on PSone?

Traxion offers 20 games, each with their own themes, goals and challenges, such as Vortex (check out the pics), a *Frequency*-style trip along a warped track. It looks a bit like rolling a marble down the neck of a melted guitar, but actually generates hazards to avoid and notes to collect based on whatever tunes you feed into it. Then there's the excellent-sounding Karate-oke, a martial arts mash-up featuring classic kung-fu movie parodies, and enemies generated by any tune you choose. Us? We'd be happy to be roundhousing to Megadeth when *Traxion* is released this Autumn.

PSM RECKONS *It's about time that PSP's extensive multimedia capabilities were exploited, and from what we've seen, Traxion does a great job of making the game represent your music – hitting all the right beats. As well as minigames, it'll be packing light shows and interactive displays. Intriguing.*

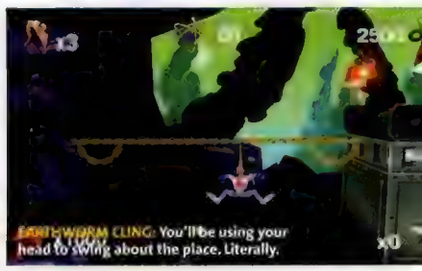


"THIS WORM HAS TURNED... TO PSP"

EARTHWORM JIM

Dirt-eating wriggler Earthworm Jim is set for a brand new PSP adventure later this year – and it looks like he's been on a diet. Yep, Jim's ditched his bulky spacesuit in favour of an almost-human physique for his debut on Sony's handheld. However, some things never change and *Earthworm Jim* should be rammed with the fun platforming and tongue-in-cheek humour he's famed for. Using your head as whip, you'll be swinging across dog-infested pits, traversing handrails and clinging to high-speed rockets as you work towards your showdown with Queen Slug-For-A-Butt. With the promise of puzzles, lush visuals and original weaponry, this should be one worm we'll be happy to get hold of.

PSM RECKONS *If it's anything like the old classics then this'll be great. We're expecting catapulting cows and crazy boss battles, but we'll be digging up more information on* Earthworm Jim *next issue.*



"PREMIERSHIP IN YOUR POCKET"

FOOTBALL MANAGER BACK IN THE DUGOUT

Football Manager Handheld remains the only decent management sim on PSP, comparing favourably to its PC cousin save for a lack of tactical options and match reports. Whether this will be fixed in *FM Handheld 2007* remains to be seen – those faults occurred because of PSP's lack of memory, remember, which hasn't changed – but the most exciting news is a Wi-Fi head-to-head mode. Now you can laugh as your mates get relegated or fill yourself with rage and bile as they win the Champions' League and you remain rooted in League Two. We can't wait, basically.

"(SLIGHTLY) WHACKY RACES"

SONIC RIVALS

It seems like the little blue fella's sprinting across every format these days – he's probably knackered – but Sonic's finally made it onto PSP. Rather than a full-blown *Sonic* adventure, however, *Rivals* pits you against other racers as you sprint across lush 3D worlds in a 2D style. Confused? Don't be – it's really just a simple left to right affair, in which you use power boosts and, naturally, your razor sharp reflexes to avoid Dr Eggman's traps and win the race. It's got the inevitable Wi-Fi modes and we guess it's going to be quick and fun, but we'll reserve judgement for now. We'll catch up with Sonic again next month, but we'll warn you now – Shadow turns up for a run-out in this one. Sigh.

THRILLVILLE

Make the wild rollercoaster of your dreams and then ride it until you puke. And then ride it again.

TRUCK OFF: Stop ogling the lady – look at that man. He's lifting a frikking truck above his head!

We've not seen a fairground simulator on any PlayStation since *Theme Park World* on PS2 back in 2000, but *Thrillville* is here to fill the void – and it's packed with more hidden surprises than a clown's trousers.

You can create up to five separate parks complete with over 75 rides including dodgems, merry-go-rounds and stomach churning rollercoasters. And you can even walk around chatting to customers (sometimes rigging the arcade games so the men can impress their other halves) and ride your newly built attractions. Free of charge, of course. With the added bonus of 22 in-park multi-player games, including crazy golf and shooting galleries, *Thrillville* looks set to be more fun than a free day out at Alton Towers.

PSM RECKONS *This looks like it's going to be seriously good fun and unique for PSP. We hope we'll be able to over-salt the chips and charge the Earth for drinks – just like real theme parks.*

the more people will turn up to go on the rides.

FUNNY OLD GAME: There'll be hundreds of these odd minigames available in *Hot Pxl*.

if we're not very much mistaken.

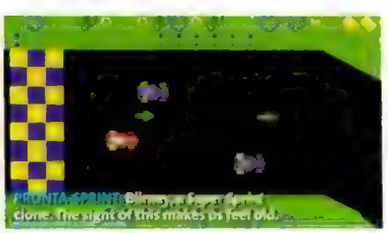
HOT PXL

Hundreds of bite-sized street-wise minigames? Yes, please.

Downloadable content – remember that? That was one of PSP's big selling points at launch, wasn't it? *WipeOut* offered extra tracks for download, we all got sort-of excited and then... nothing. Step forward *Hot Pxl*.

Like we said last month, *Hot Pxl* is a collection of 200 minigames – think of *Wario Ware* on DS and Game Boy – based around street culture and "the digital lifestyle", whatever that latter statement is supposed to mean. So one second you could be doing your best Tony Hawk impression on a half-pipe, the next stage-diving at a gig, then doing some impromptu DJing. And if it works even half as well as *Wario Ware*, we'll be hugely pleased – but the problem that these sorts of games sometimes have is that, although they're brilliant while they last, they don't last long. If *Hot Pxl*'s promised downloadable 'bonus content' is actually more minigames, updated regularly, we'll give everyone involved in it a massive hug. Well, Andy will.

PSM RECKONS *With promised Wi-Fi multi-player – although we're not sure how that'll work in a game like this* – Hot Pxl *ought to be fun. Let's just hope they get the street culture theme spot on – because get that idea wrong and it could be incredibly embarrassing indeed. More soon.*


PRONTA SPRINT: Sonic's Ferrari-based clone. The sight of this makes us feel old.

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HAZE

PSM2 goes hands-on with the most exciting shooter on PS3 – and finds out what performance-enhancing drugs, private armies and flesh-wearing guerillas have to do with Alfred Hitchcock.

CONSPIRACY THEORY #1

Mantel (an anagram of 'Mental') are controlling the soldiers' minds with Nectar, hence the flashing screen and 'Administrator Malfunction' bit when one of your team-mates shoots a guerilla in cold blood. The 'twist' might be you're playing for the bad guys and end up joining the 'rebels' (or freedom fighters) – angry at the way Mantel have manipulated you.

The title *Haze* is misleading because the developer's aims are actually very clear – to confuse the shit out of us. After spending a day with developer Free Radical at their Nottingham HQ, playing levels so secret we're not allowed to picture them here and grilling the team for almost three hours, we're no closer to the truth. Well, we've got suspicions, clues, and some interesting insights, but they all lead to more questions. In fact, there's only one thing we *do* know about *Haze*. It's the best-looking shooter heading to PS3 – and one of the most intriguing game premises, well, *ever*.

At first glance, *Haze* looks a standard jungle-based shooter, like *Far Cry* or *Crysis* on PC. Now watch the trailer on this month's DVD. Then watch it again. Suddenly, things aren't so clear. What's going on in that last scene? Why does the soldier go mental and start shooting the TVs? What's he detaching from his suit? And why does the screen flicker? "We are not making a jungle shooter," teases Derek Littlewood, Creative Director of *Haze*. "We have a level in the jungle and there's an element of it *looking* like standard fare, but the question is – why?"

The E3 demo offers some clues. After a tense shootout with a rebel gang, you emerge in a clearing where a lone guerilla pleads for his life. Suddenly, one of your team shoots him in cold blood. As you look at your team-mate, his combat suit flashes red and the screen is engulfed in a blurry 'haze'. The words "Administrator Malfunction" flash on-screen, while a hexagonal logo with the letter 'N' (for Nectar – a drug used to enhance soldier's fighting abilities among other, more secret things) flickers in the top left corner, and the enemy 'magically' fades away, as if he was never there. "That's not an engine limitation. It means something," confirms Derek. "Let's just say that Nectar is a key part of our story and that it directly affects the way you play the game".

"HAZE OFFERS ONE OF THE MOST INTRIGUING GAME PREMISES EVER"

Over the course of our day at Free Radical, 'Nectar' becomes a byword for 'we can't say any more,' causing the team to fudge the subject, pull down the shutters or ramble utter madness – with some of the more bizarre conversations ranging from Starship Troopers to Batman to ET and body lice. "Let's just say we've played a lot of FPS's, not just *TimeSplitters*," hints Derek. "Nectar enhances the core abilities you use in lots of those games."

As the plot progresses, your Nectar abilities enhance the game's tactical scope without ruining the realism. "It's not about lasers through your eyes," reassures Screenwriter Rob Yescombe. "It's about all the things you can do in an FPS. Mkll. You won't be invincible. For example, being Superman is no fun, but being Batman is. Well, the game looks like Batman, but then it's also Robin as well... <laughs>."

CONSPIRACY THEORY #2

The fact the fallen guerilla 'disappears' before your eyes and that the trailer keeps glitching with static, might mean that the entire 'war' is virtual reality, a bit like the Matrix. Since Mantel own *everything* – from the floor to the fuel in your car – the game might be an allegory for a nanobot-style 'war' for the very fabric of the world we live in. But even we think this is a bit far.

HE WHO DARES, WINGS: Stop still for a few seconds and a beautifully animated butterfly flutters onto your gun. That's next-gen for you.

SOLDIERING ON

Confused? The plot's simple enough. In 2025, there's no United Nations or NATO, with governments forced to contract their military operations to private corporations to reduce their debts. You play as Sergeant Jake Carpenter, a new recruit in the Mantel Global Industries army, asked to clear up [illegible] guerilla disturbance in South America. Mantel is a private multi-national corporation, with interests from plastics to petrol, engines to computers ("They even own the floor tiles, your microphone... everything," hints Rob Yescombe as we leave the building later on. "Think about how that relates to everything you've seen.") whose bio-medical expertise has led to the development of Nectar – a 'nutritional supplement' that enables soldiers to fight harder and smarter. The game spans three days that will 'change Jake forever', as Mantel battle guerilla group The Promise Hand, led by a vicious dictator called Gabriel 'Skin-coat' Merino – who is said to wear the flayed skins of his POW camp inmates.

We'll discuss what that *really* means later, but if nothing else the premise really lets the developers crank up the tension. There are no loading times, with mission objectives relayed in the Mantel drop ships as you move seamlessly between levels. "It's like cooking a turkey," suggest Rob. Eh? "If you open the door it lets all the pressure out and we want to keep people cooking in this world until it's done". And you share the drop ship with another team, led by Sgt Morgan Duvall, whose motives may not be as they first appear.

Free Radical's focus is recreating the emotional intensity of w[illegible]. "What's horrifying in war isn't blood, but who's bleeding," thinks Rob. "So we'll be developing people's characters during the game's quieter moments." When someone dies in *Haze*, they stay dead, increasing your sense of responsibility and attachment to the team. It will be possible to kill team-mates yourself, but

HOW DO YOU COMMAND YOUR SQUAD?

"If you send your men on a suicide mission, they'll question your order – but they'll still do it..." Free Radical

Ordering your men around is easier than you might think using Free Radical's 'Tap-Tap' D-pad command system. Just select the team member you want (See Commands#1 on the right), then tap the pad again for the order you want (See Commands#2). Handily, quickly tapping up (x2) will cause all your men to attack or up then down to retreat. Team members are clearly distinguishable via the on-screen colour coding system which floats above your target reticule, with different colours for each soldier. As discussed, the advanced AI system means they won't blunder brainlessly into trouble, laying down covering fire and reacting to situations on-the-fly. Your squad's personality will be emphasised, so you really feel responsible for their welfare – a bit like the *Brothers in Arms* games. You can recruit new troops, however, should things go a bit bendy.

HAZE

NICE ONE, DROP ONE: GET PORTED. The dropship sections are used to relay mission objectives and ferry you between levels.

only though gross negligence, not by them accidentally strolling into your line of fire – the aim isn't to make the game needlessly aggravating.

"Our game isn't just about events," adds Rob. "A good story is how you *feel* about those events. We need to make you care about those characters so you give a shit whether the story's bland or not. We're focusing on character development, with genuinely decent dialogue." The subtle animation helps to give your AI team-mates a sense of personality too – their eyes track you during the in-game cut-scenes, with lifelike motion-captured movements way in advance of anything on PS2.

We were given a demo of a soldier's face up close – you can seen every pock mark, with an astonishing variety of expressions and near-perfect lip-synching. Most surprisingly, underneath the near-photo real exterior the soldier's faces comprise of relatively few polygons. The detail comes from PS3's ability to use Normal Map textures (an advanced 3D 'Bump' map), a complex technique barely possible on PS2.

How does it play? Surprisingly slowly, especially compared to *TimeSplitters*. Your character feels 'heavy' (more like *Killzone*), with juddering bullet impacts and a more deliberate pace – perhaps to increase the use of squad commands (see 'How to Command Your Squad'). At times, it was hard to tell whether we'd released the crouch button or not, though it will be possible to sprint – the team is still working on the mechanics, but the early build let you build up momentum by angling floor-wards. Targeting is crisp, with intuitive arcing grenade lobs. Most shockingly, you CAN jump (*TimeSplitters*' characters were locked to the floor), but it's mostly used for clearing scenery, not pogo-ing around like a *Quake* deathmatch. The emphasis is on methodically taking out a foe then moving on, not strafing like an electric monkey (literally) in *TimeSplitters*.

After playing the jungle-based E3 demo – spending most of our time ducking down to admire the individual blades of grass and roaring bloom lighting through the leafy canopy – we were given a glimpse of a Copper Smelting Plant level. There were no villains, but it was reminiscent of a *Quake/Unreal* industrial environment, with simmering lava floors, polished and impressively reflected metal walls, and subtle heat haze. In truth, it was less impressive than the jungle, but clearly next-gen and early in development. We also got to see a multi-player level set in a shanty town (a bit like *MGS4*'s bombed out buildings or *Tomb Raider Legend*'s Peru level in terms of palette), with multi-level gantries, hiding (camping) spots, countless buildings and an impressive scale – best viewed from atop the church tower, equipped with standard issue sniper rifle. In short, it was like a classic *TimeSplitters* level and looked perfect for multi-player battles.

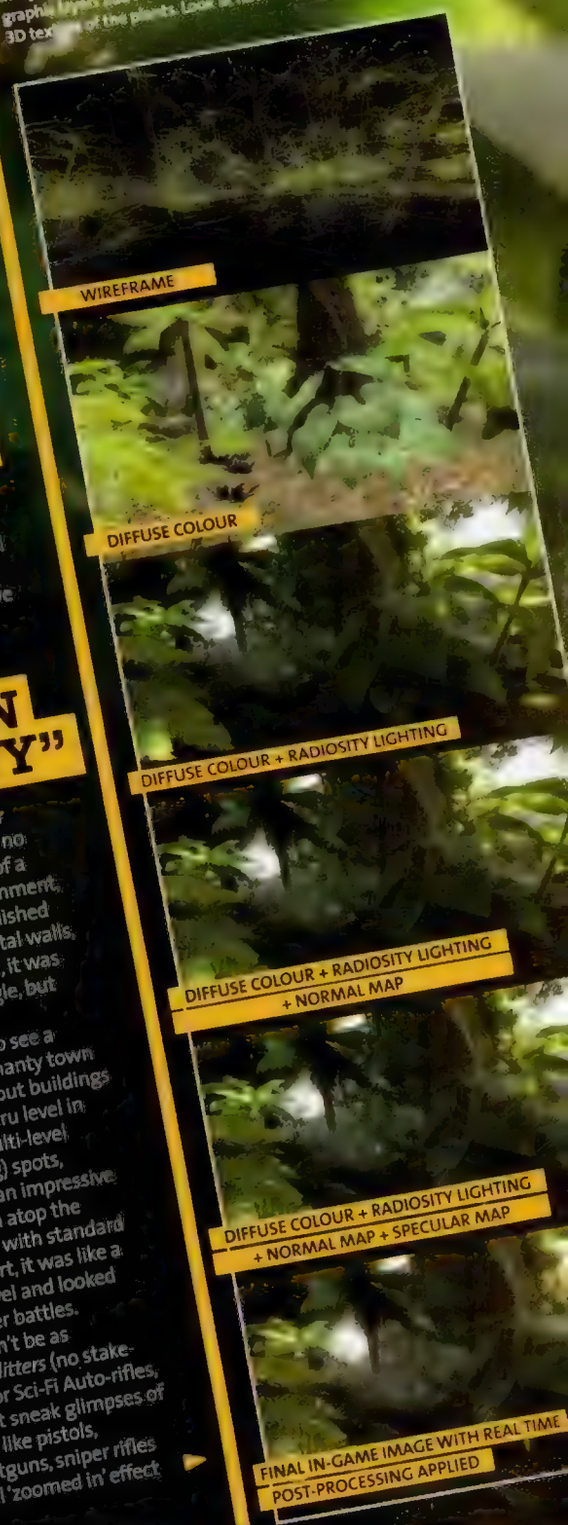
The weapons won't be as fantastical as *TimeSplitters* (no stake-firing Harpoon gun or Sci-Fi Auto-rifles, sorry) but we caught sneak glimpses of 'standard' weapons like pistols, machine-guns, shotguns, sniper rifles (that create a novel 'zoomed in' effect

"ASTONISHING FACIAL EXPRESSIONS MAINTAIN AN ILLUSION OF REALITY"

HOW TO MAKE A JUNGLE

"Working on PS3 has allowed us to create vastly superior environments that verge on photo-realism" Free Radical

The key to getting the most out of PS3 doesn't involve polygons, but 'shaders' – effects including High Dynamic Range (HDR), Parallax, Depth of Field, Motion Blur and Bloom. In layman's terms, you don't need many polygons since the graphic layers add realism – from the hazy sun bloom, to the 3D texture of the plants. Look at how they built the jungle...


WIREFRAME
DIFFUSE COLOUR
DIFFUSE COLOUR + RADIOSITY LIGHTING
DIFFUSE COLOUR + RADIOSITY LIGHTING + NORMAL MAP
DIFFUSE COLOUR + RADIOSITY LIGHTING + NORMAL MAP + SPECULAR MAP
FINAL IN-GAME IMAGE WITH REAL TIME POST-PROCESSING APPLIED

WHAT DOES THE TRAILER REALLY MEAN?

"There is more to [illegible] first viewing provides. It's a very deliberate thing." Free Radical

We've watched the trailer countless times, but here it is frame-by-frame to help you form your own theories. "There are a lot of [illegible] you could draw from the trailer," [illegible] Director Derek Littlewood [illegible] not all necessarily accurate. With that in mind, here goes...

01

02

03

On a surface level, the trailer has a real buddy-buddy feel, looking more like a recruitment advert. Note the positive language: "Fight the good fight", "The right team, the winning team," and "Mantel Corp. will give you the finest weapons ever made... the chance to be invincible." But look carefully at frame 03 up there...

04

05

06

07

08

09

10

Noticed how the soldiers aren't actually fighting anyone? Or getting shot? While it's classic propaganda to make would-be soldiers feel indestructible, it goes deeper than that... What if there are no enemy soldiers at all? Notice that when the soldier rips the object off his uniform (His Nectar supply?) the world starts to distort and fade...

11

12

13

Two theories: 1) The object is Nectar, the drug used to control the soldiers and stopping the flow causes him to see things clearly and 2) He's ripping off a camera. It could be that stopping the 'live' broadcast from his person causes the remote camera (in frame 18) to zoom in, shortly before he smashes it to the floor (frames 19, 20 and 21).

14

15

16

Now what if the whole war was fake, with soldiers controlled by Nectar, and the enemy 'threat' used as broadcast propaganda to mask Mantel's real aims – the processing of the rain forest to serve their multiple business concerns? Look at frame 03 again. Hmmm... Perhaps the 'guerillas' are environmentalists or a rival organisation?

17

18

19

20

21

22

HAZE

CONSPIRACY THEORY#3

Smart bet? Given that the game isn't just an FPS, but 'First person. Period.' (to quote Rob Yescombe) and that the soldier in the trailer goes mental when he sees the TVs, and then smashes what looks like a flying camera, we think the whole war is a propaganda-style TV broadcast. The 'rebels' are a rival global corporation, hence the media war – echoing themes of modern warfare.

LEAF AND LET DIE: You can carry two main weapons at any one time, plus a healthy supply of grenades – ammo is plentiful.

RECRUITS YOU, SIR: Who is this guy? Reminds us of the creepy briefcase man from *Half Life* – you can bet he's a baddy.

on the targeted area without an on-screen sight) and – yes – a minigun. Ammo won't be a major concern, but it will be possible to over-use a weapon too early and spend the rest of the level regretting it. You'll also be able to drive vehicles – we saw a buggy in action (a bit like *Future Perfect*'s driving bits, or *Halo*), with team-mates taking gunner positions either side of the bonnet.

"That's not vehicle specific AI," interrupts Derek. "Our characters will react to specific situations in real-time, adjusting their plans according to new information." We were shown a test scenario where you take on an enemy in a relatively open environment – your foe's first instinct is to run behind some plane wreckage several meters away. When the situation is repeated, this time dropping a crate in front of the foe, he runs straight for that – after a slight pause to 'think'. Your team-mates will always act to minimize the danger in any situation, relative to the commands you've given them – for example, ducking for cover and laying down fire as they charge between locations.

BEST BEHAVIOUR

Free Radical stress that behaviour isn't scripted. "The problem with scripted AI is that it's best at time zero and tends to fall apart as a scenario developers," explains Director Dave Doak. "Our system is like real people adapting to a live situation. The thing we'd like to do, but we're not really doing at the moment, is to communicate to the player what the NPC's knowledge of the world is to the player. For example, if there's five of them and one of me, their behaviour will depend on whether they know that or not.

How does it affect the game? Imagine two enemies trying to take a gun emplacement, and one drives a jeep slowly while the other uses it as cover – but if you steal the jeep first, they may react by trying to blow you up with a grenade. "Previous AI has been a means to facilitate scripted events," chirps Rob, "but this AI is a means for the character to script their own events." In our hands-on experience, it was hard to tell how much of many the AI actually was – our men did follow commands intelligently, even if the enemies were fairly inanimate – but we're told the code is early, and the point of the artificial intelligence is that you won't notice it.

"THE AI IS LIKE REAL PEOPLE ADAPTING TO A REAL SITUATION"

With the day drawing to a close and us no closer to confirming the game's 'twist' (if there is one), or the true purpose of Nectar, we quiz Screen Writer Rob Yescombe. Given that every almost every game at E3 was an FPS set

WHO ARE FREE RADICAL?

Developers Free Radical were born in 1999 when founder members Dr David Doak, Steve Ellis, Karl Hilton and Graeme Norgate left Rare after making acclaimed N64 games *GoldenEye* and *Perfect Dark*.

1997

GOLDENEYE
Still considered by some (blinkered) folk to be the best FPS ever. It's great.

2000

PERFECT DARK
Sci-fi pseudo-*GoldenEye* sequel, but key members had left to form Free Radical.

2000

TIMESPLITTERS
Free Rad's first game made the PS2 launch date, despite being made by only 18 men.

2002

TIMESPLITTERS 2
Thought by some (blinkered) folk (us) to be the best FPS on PS2 – a multi-player classic.

2005

SECOND SIGHT
Tragically ignored third-person psychic thriller. With worst box art ever.

2005

TS: FUTURE PERFECT
Interesting time-travel plot, but below the lofty standards of TS2 in our (blinkered) eyes.

HAZE

CONSPIRACY THEORY #4

More clues that it's a propaganda broadcast? The bloke in glasses saying "Fight the *good* fight," Ubisoft's press release referring to 'vicious' rebel leader 'Skin Coat' Merino (like The Sun newspaper's nicknames for evil Abu 'Captain Hook' Hamza), plus the "two balanced sides' in online play. Since the 'ragtag' rebels don't *sound* equal – what's being hidden?

[illegible] DROPSHIP
[illegible] section begins with [illegible] hovering above the [illegible] before dropping into [illegible] real-time, like a [illegible] or game.

LOOK [illegible] TEXTURES
While PS2 [illegible] the best [illegible] (MGS3: [illegible] Raid, [illegible] textures [illegible] [illegible] [illegible]

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"IT STOPS SHORT OF A 'ROASTING' OPTION, BUT IT'S EXHAUSTIVE"
SOCCER LIFE 2 PAGE 74

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

56 FLATOUT 2
The game that makes even more of an art form of the car crash than *Burnout* is back. Best strap those seat belts on. Prepare to mangle metal.

64 JAWS
Hey, a game based around the Bond villain. We didn't know abo– uh? Oh, the *shark*. We wish it was a Bond spin-off, actually. It'd be better than this.

66 SHINOBIDO
Phonetically, 'shinobi-doh!' – *Shinobi* with added 'doh'. Which sums this slightly lame ninja stealth-'em-up nicely. Good gardening sub-game, though.

You want more?!
There's loads! There's *Monkey Ball Adventure* (58), *NBA Ballers Phenom* (73) *Over The Hedge* (74) and an avalanche of other stuff! Glug down that review beer now!

WELCOME

It's not even been a year since PSP launched in this country, you know. Feels like a lot longer, doesn't it? But in that time, we've been treated/condemned (delete as applicable) to daft amounts of PS2-to-PSP ports. This month, however, sees the favour returned somewhat.

It's *Grand Theft Auto: Liberty City Stories* on PS2, and this is where your *GTA* fandom is really tested. Most will have played *LCS* to death on PSP already so are you such a massive *GTA* lover that you're prepared to fork out again for the privilege of playing exactly the same game again, but on a bigger screen? The sales figures will tell us and we'll be interested to find out. The same kind of applies to *Devil May Cry: Special Edition*. Is there enough new stuff to warrant coughing up all over again? See our review to find out.

Two remakes, then, are the biggest games this month. Blame the World Cup. Elsewhere, there's even more familiarity – more *Street Fighter II*, more *Micro Machines*, another *Monkey Ball*, a sequel to *FlatOut*, more street-based basketball... Thank heavens for one glimmer of newness. For those desperate for a fix of fresh stuff, there's always, erm, *Jaws* and *The Bible Game*.

Hmm. There's something to be said for sticking with what you know, isn't there?

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

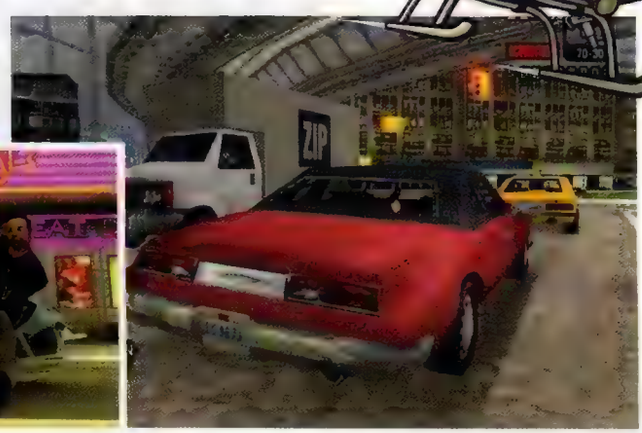
PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

GTA: LIBERTY CITY STORIES

The PSP version comes to PS2 – feast your eyes.



PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

WS

PLAYING PS2 LONGER, HARDER, FASTER

Dante returns, but is there enough to this special edition to make it worthwhile?

MICRO MACHINES V4

AND1 STREETBALL

"MINIGAMES INCLUDE RACING ALONG THE BED OF THE RED SEA AND STONING PHILISTINES"

THE BIBLE GAME PAGE 75

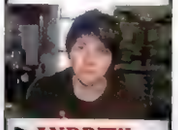
DRAGON QUEST YANGUS

ZETTAI ZETSUMEI TOSHI 2

DANIEL GRIFFITHS
To celebrate *Just Cause*, the team helped out, well, just causes. "I'm doing my bit for Help The Aged," said Dan. "By which I mean me. Give me all your money."

DANIEL DAWKINS
"I'm giving cash to Childline," said Dan. "I believe that children are the future. Teach them well and let them lead the way. Show them all..." Wait a sec, why are you singing?

NATHAN IRVINE
"I'm a member of the RSPB," said Nate. "I love birds." Are you going to 'humorously' mix up real birds with girls here? "No. I honestly like spotting birds. With a box of Kleenex."



ANDREW KELLY
"I've joined the army," announced Andy. Hmm. Could you kill a man from the front or would you take him from behind? "I see what you're trying to do there." Darn.

DAVID COOK
"I buy all my clothes from charity shops," said Dave. Yes, we can tell. "I got this paisley shirt for £5 and these pink slacks and sandals for a tenner." Bargain. So how much was the smell?

DAVE HARRISON
"Ever been to Monkey World in Stoke?" Dave asked. "They've got a monkey there that copies everything you do." Dave, that's not a monkey. It's a mirror.

PS2 REVIEWS THIS ISSUE

STREET FIGHTER ALPHA COLLECTION

GAMES

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DVDS

Underworld Evolution ... pg86
Munich ... pg87
Kingdom Of Heaven: Director's Cut ... pg87
Chicken Little ... pg87

THE TRUTH

Every Game Ever Reviewed ... pg94

SanDisk — PSM2 use only Sandisk Memory Stick Pro Duo cards in their PSPs.

U.S.Robotics — PSM2 plays online wirelessly with US Robotics hardware

INFOSTRIP

DETAILS
Developer: Rockstar
Publisher: Rockstar
Players: 1
Memory Save: 370kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"WHATEVER ROCKSTAR DO, WE TRUST THEY'LL RELEASE A QUALITY PRODUCT"
PSM2#73

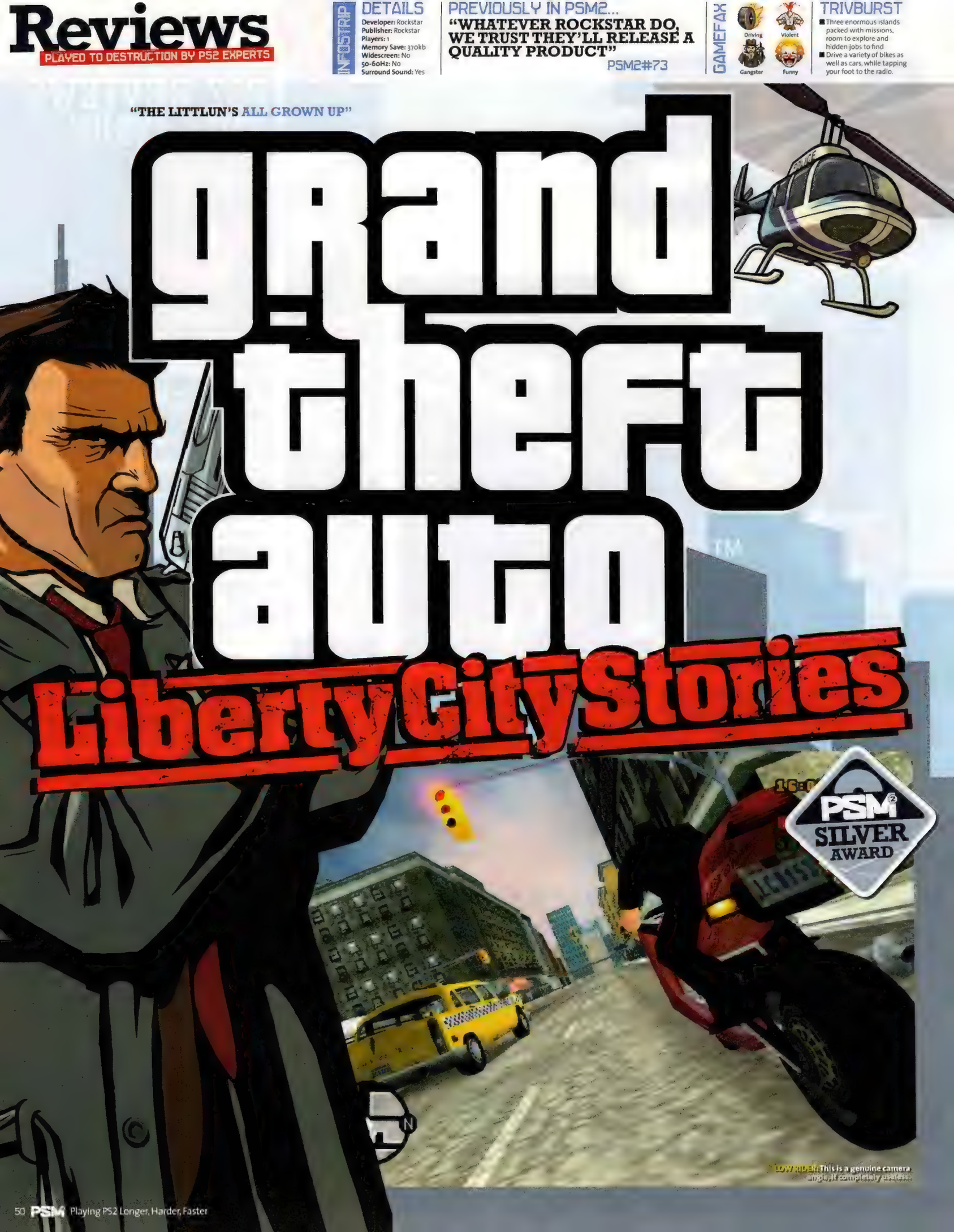
GAMEFAX
Driving
Violent
Gangster
Funny

TRIVBURST
- Three enormous islands packed with missions, room to explore and hidden jobs to find
- Drive a variety of bikes as well as cars, while tapping your foot to the radio.

"THE LITTLUN'S ALL GROWN UP"

grand theft auto

Liberty City Stories



LOW RIDER: This is a genuine camera angle, if completely useless.

TOP 5 CITIES

- Liberty City
- Vice City
- New York
- Prague
- Mysterious Cities Of Gold

GAMEPIE

10% Tackling story missions and side-quests.

90% Dicking around in the most glorious or silly manner you can concoct.

DOT.NET

www.citizensunitednegatingtechnology.com Check the acronym there! Citizen's United etc. is mentioned throughout *Liberty City Stories*, but is a more general offshoot in that it's as much a mockery of certain media reactions to violent videogames as an extension of the *Grand Theft Auto* universe."

The MON£Y $HOT
There's nothing quite like finding a ramp tucked away on some backstreet, before nipping off to get a hold of a PCJ bike. Vroooom!

Rockstar's PSP triumph goes large – but is that enough to tempt you to PS2 for second helpings?

So *this* must be what CJ felt like. When *San Andreas'* lead character returned home to Grove Street after a five-year hiatus, everything looked familiar, but plenty had changed. *Liberty City Stories* sees 3D *Grand Theft Auto* returning to where the phenomenon began – the climes of *GTAIII* – but also returning to the place where it *really* began – PlayStation 2. Everything looks familiar, but plenty has changed.

So, how enjoyable is it to see Portland return from portable-land? In short, it's good to be home. There's the simple pleasure of returning to Liberty City after all these years, scoping out your favourite escape-route backstreets, unearthing the myriad side missions tucked away – both new and old – and discovering how the locations of the pickups have been remixed. This is very much an expansion pack, a mash-up of post-*GTAIII* modifications, set on very familiar turf and one that, in terms of the bulk of its ideas and features, could well have been released before *Vice City*. Motorbikes, decent camera control, sharper character movement and targeting – it's all welcome and it's all good, but nothing has been redefined to a similar degree as the achievements and advancements of both *Vice City* and *San Andreas*.

In one way, we're glad *Liberty City Stories* has come to PS2 so late in the console's life, since it feels like we're actually returning to the old girl with a wealth of *GTA* experience under our belts, but once the nostalgia fades out, there's no denying its inferiority to both *San Andreas* and *Vice City*. On PSP, it's an excellent little cul-de-sac for the franchise, a reworking that plopped snugly onto the machine. On PS2, it's a word-for-word, cheat-

"ONCE THE NOSTALGIA FADES, THERE'S NO DENYING THE INFERIORITY TO SAN ANDREAS"

KAT-THWAP: Bored of gunning? The Katana is one of the best weapons in the game...

IN-JOKES: OUTED

If you're the kind of gamer with an eye for detail, then *Liberty City Stories* is essential. You could probably write a book about all its in-jokes, references and homages, if you weren't too busy doing drive-by stoppies on mopeds.

DOGG POUND: Hey, it's Madd Dogg! Remember him from *San Andreas*? He's the celebrity rapper that CJ ruins.

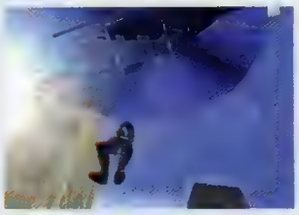
the strike action that explains why.

to new info on Rockstar's school-life game for ages.

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

SUNNY SIDE UP: Check out that skyline. Moody backdrops are a *GTA* speciality.



NO FLY ZONE: Nope, you can't pilot it. But you can cause trouble at the game's airport...

GANG'S CAR: The Sentinel is a good, nippy choice, and is the favourite of the Mafia.

UZI LOVER: Performing a drive-by is much easier on PS2, thanks to the shoulder buttons.

for-cheat, mission-for-mission conversion, a chance for those fans without Sony's handheld to own and experience the entire quadrilogy on their console, while bringing it to a far larger audience. There's no new content, which means there's no pressure to make you buy both versions because of a few token, quick-fix additions. Conversely, you can colour us somewhat disappointed that no effort was made to include flyable choppers. Still, because there are no extras, it means *LCS* is being released on PS2 for £20, making it a strong contender for budget purchase of the year, and one with some incredibly potent longevity – you're looking at close to 100 missions revolving around the story alone, and that's before you touch upon the abundance of optional side-missions, collection quests and other curious bits and bobs. Even though *Liberty City Stories* has been photocopied from PSP, there's more content here than in most of the fattest PS2 games.

"THOUGH LCS IS PHOTOCOPIED FROM PSP, THERE'S MORE HERE THAN MOST PS2 GAMES"

Those missions are short, especially next to the epic sprees we got up to in *San Andreas*, but they're still kinda sweet. It's a definite change of pace, due to the game's handheld history, but it means you can gobble a handful of missions up in between periods of arseing about without ruining your appetite for DIY chaos. Plus, there's far less annoyance to be had when a mission goes tits up as you don't have to go back over 20-minute chunks of gameplay – don't forget, this is *GTA*, after all, a game where 'shit happens' isn't so much a philosophy as a promise.

The multi-player mode has dropped out in the journey from PSP to PS2, but we don't really miss it. Not because multi-player *GTA* isn't an incredible prospect, just that there was never anyone to play against, and PS3 will be the perfect arena for doing justice to *GTA* online. Given the choice, though, we'd still take this over the PSP version. Smooth and convenient camera control is a blessing, whether you're tailing a fat pervert, trying to sniff some hidden packages and other bonus pick-ups, or just ogling the sunset along Portland Beach (have you played *GTAIII* recently? Go on, go back and see how clumsy it now feels). It's also worth mentioning lead character Toni Cipriani – he's one of the most charismatic crime lords the series has seen. CJ was an irritating punk, but Toni? He's a gravel-voiced grump who's about to hit middle-age, bursting with acidic insults and wiseguy one-

BIRD FLEW: Need to take down a chopper? A rocket launcher is your best, and least suicidal, bet.

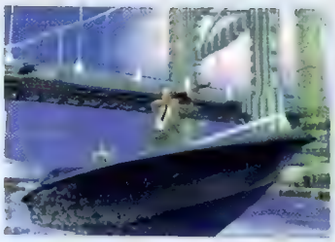
SIDE MISSIONS

Liberty City Stories peppers the game world with enough optional missions to keep Einstein busy for a week. For example, on the very first island...

TINY BOMB: Drive a series of RC cars into gang territory, detonating them in range of a target.

BRRRM CUPBOARD: Chauffeur a variety of punters around town, fulfilling their wishes.

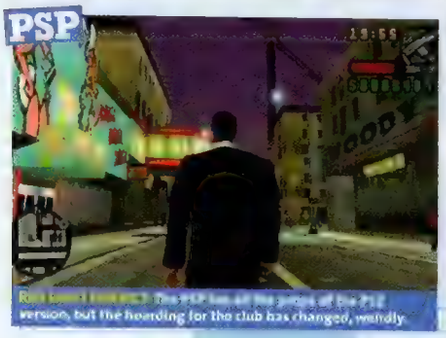
FAST FOOD: Noodle Delivery. Being a [illegible] may not sound exciting, but it's good fun.



GUN WITH THE WIND: You'll have to search hard or cough up lots of cash for the best weapon.

PSP VS PS2: HOW DOES IT COMPARE?

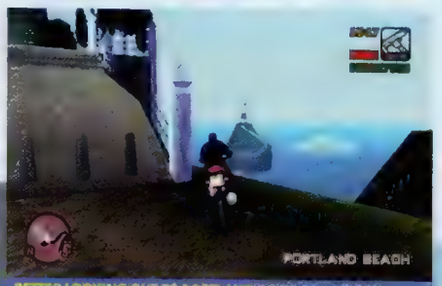
On the left, weighing in at very few pounds and hailing from your back pocket, it's the PSP version of *Liberty City Stories*. On the right, there's the PS2 version – just to give you a series of comparisons worth a thousand words apiece. You can make make out the slight increase in detail and the smoother lines in the full-powered version.



[redacted] version, but the hoarding for the club has changed, weirdly.

[redacted] lighting and better definition on things in the distance.

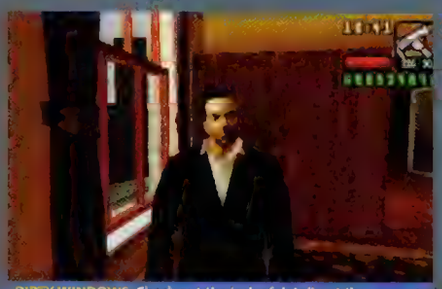
LOOKING OUT TO PORTLAND ROCK: What you don't see here is the time it took to line these shots up. The things we do...



BETTER LOOKING OUT TO PORTLAND ROCK: It's a slightly earlier time of day, but the Rock itself is easier to pick out.

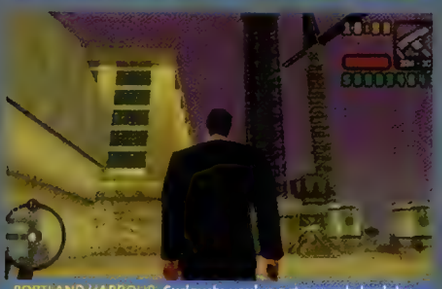
CHINATOWN: Somewhat blocky and a little blander next to its PS2 equivalent. Not enough to seriously matter, though.

FINE CHINATOWN: Shows off the superior lighting nicely and there's an improved mix of browns on the building details.



DIRTY WINDOWS: Check out the lack of detail out the [redacted]

CLEAN WINDOWS: ...which takes up far less room on PS2. It [redacted]



PORTLAND HARBOUR: Curiously, you've got a purple backdrop on PSP, though it's early morning. Maybe it's a weather thing.

HARBOUR OF DARKNESS: Everything's darker and moodier, but it brings out the sharpness of the environment nicely.

liners which are perfect for the violent gangster sitcom that makes up the game's plot. It's this kind of attention to character and detail that makes *Liberty City Stories* stand out beyond your typical brand-diluting, cash-cow follow-up.

This doesn't sound much like a typical review so far, does it? That's because we've already reviewed *Liberty City Stories* as it appeared on PSP, which is pretty much how it appears here (See 'Compare And Contrast'). If you've already finished it, then the PS2 version is pointless. But if you played PSP *LCS* and only scratched its surface before forgetting to go back to it – it's OK, you can admit it, we're all friends here – then maybe you should trade it in and get this, simply because it handles a little more slickly. It does, however, look a little rough – it's more detailed and weighty than *GTAIII*, sure, but while it's more impressive than a five-year-old game, it pails next to the humungous expanses achieved in *San Andreas*.

Now it's no longer on PSP – and we're no longer cooing over the fact that Rockstar got *GTA* working on a handheld – it's hard to give it as much praise. But it's testament to *GTA*'s dominance that, post-*San Andreas*, *LCS* is still better than any of the franchise's competitors. There are better shooters and driving games around, sure, but nothing else combines arcade-quality vehicle handling, gunplay, urban chaos, sparkly scripting, a savvy soundtrack and well-aimed satire as enjoyably as this. All Rockstar have done, in one sense, is plopped some bikes into *GTAIII*, but we still lapped it up, from our first sustained wheelie through to the final Unique Stunt jump. It really should feel like the height of cynical exploitation, but it just doesn't. And that's some damn fine praise right there. **Steve Bailey**

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Classic stuff, and still plenty entertaining. – Lacks the variety and scope of *San Andreas*.	+ Gorgeous sunsets. More detailed than *GTAIII*. – Looks haggard by today's standards.	+ Excellent soundtrack, DJ scripts and voices – City ambience feels a little bit lacking.

LIFESPAN

Enormous. There's always around a dozen things for you to be doing, from missions to driving a taxi to just being a thug.

MINUTES — YEARS

IT'S BETTER THAN...
TRUE CRIME: NEW YORK

IT'S WORSE THAN...
GTA: SAN ANDREAS

Still deeply enjoyable, but essentially a bit old, hence the budget price tag. Starved for some *GTA* while waiting for it to arrive on PS3? Then jump right in.

82

INFOSTRIP

DETAILS
Developer: Supersonic
Publisher: Codemasters
Players: 1-4
Memory Save: 25kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

QUESTION...
Why isn't this *Micro Machines V5* – we've already had a PS2 *Micro Machines* game, after all.

PUBTALK
The smart arse thing to say down the boozer.
"Developer Supersonic Software also made the classic *Micro Machines 2: Turbo Tournament* – that's why they feel so similar."

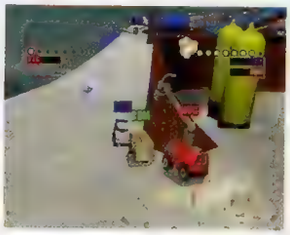
GAMEFAX
Sport
Multi-player
Funny
Old-school

TRIVBURST
- *Micro Machines* is back!
- 750 cars to collect (if you can be bothered).
- Race for 'pink slips' with your friends.
- Two players can share one controller.

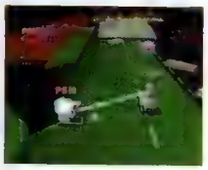
DON'T TOUCH THE SCREEN!

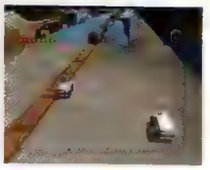
As is tradition, there's no split-screen mode in *V4*, so scoring in battle races involves forcing your opponent to touch the trailing edge of the screen. Do this by shooting their wheels off, knocking them off the edge of the track or just by being quicker around the circuit. Easy. Maybe.

TACTICS: Hanging on at the back will have you concentrating desperately in the hope you can claw back a few centimetres.



SALON FRESH: Yes, you could call this corner 'Hairpin hairpin'. But don't. Doesn't the word 'hairpin' sound strange now?
COM
COM
COM
COM





"BAIZE AGAINST THE MACHINE"

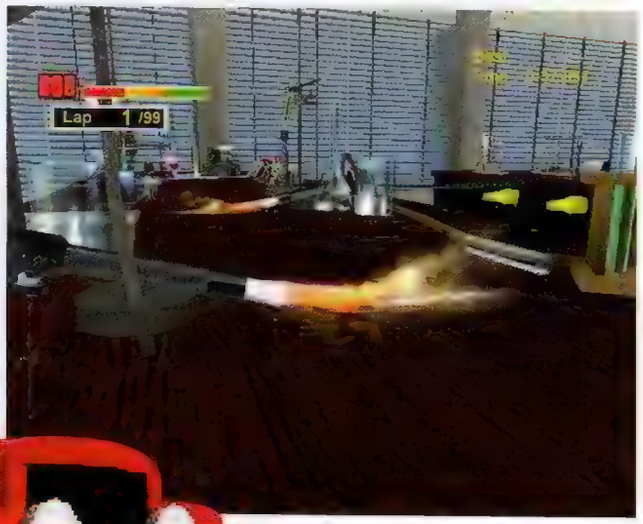
MICRO MACHINES V4

A 16-bit classic returns – but be sure to make some friends before you play it.

Not enough games have big comedy hammers in them. Perhaps we would have been less disappointed by Sony's E3 presentation if Phil Harrison had demonstrated the new motion-sensitive controller with a giant hammer and not a flying joypad... well, OK, maybe not. But as the hammer power-up demonstrates by attaching a massive great mallet to the front of your car, letting you squash your opponents flat, *Micro Machines V4* embraces fun, just as the original games did on the Mega Drive in the early '90s. In fact, the first thing you notice when you play *V4* is how faithful it is to the 16-bit classics. There's no music during races – just the sound of tiny engines, incidental background sounds and now the 'bloop... BANG' of weapon pick-ups. It's reassuringly familiar, like your mum's cooking.

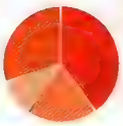
But, of course, there are changes – the biggest being the camera. The default setting always sets the camera behind the cars – not a chase view as such, more isometric – and it shifts to keep the next corner at the top of the screen. It works like a charm, making control enjoyably straightforward. There is a fixed 'classic' option, though. But this only illustrates why the camera needed to be changed in the first place.

The cars handle exactly as you'd hope, too, with some great powerslides accessed by sliding your thumb from ⊗ to ◎. It's responsive, fun and satisfying – made all the more so by the quality of the in-game physics. For instance, you can knock dominoes into your opponents' path or scatter peas all over a supermarket checkout belt, sending your tiny foes hurtling headlong into the Jolly Green Giant's finest. Yes, control is excellent, even compensating for minuscule alignment errors on straights, correcting you so you don't lose speed by constantly tapping left and right. It can be infuriating to lose a point just because certain sections of the track squeeze the camera's view so that the trailing edge touches you but, mostly, it's pretty fair.



TOP 5 MICROS

- Microwave ovens.
- Micro-bikinis.
- The *SingStar* microphone.
- Microdots.
- Microsoft (just kidding).



GAMEPIE

40% Unlocking cars we'll never play with.
20% Laughing.
10% Searching in vain for boats and helicopters.
30% Hitting restart after falling off things.

ANSWER

Because Codemasters weren't involved in that game – this is the true sequel to *V3* on PSone

BLOCK PLAY: There are other toys present in the game, like Jenga. There's even a Monopoly board on one track – but there aren't enough touches like that.

ZAP HAPPY: The weapons aren't all great, but the zapper is good fun. The sound it makes is cool too.

The MON£Y $HOT

"Hit him with the hammer! HIT HIM WITH THE HAMMER!" When it's not your go, you'll be shouting advice at other players at every opportunity. Just pray no-one walking by your house phones the police.

SAME AND SHAME

There are new environments, as you'd expect, which offer cosmetic variation but essentially the same challenges as ever. The chicken coop features vicious beaks pecking at your car and the salon offers both kinds of hairpin, each as lethal as the other. However, the new locations can't excuse the omission of some of the old ones. We remember choppers, tanks and speedboats. Where are they now? Forcing your opponent down the plughole is one of the series' most treasured moments – and is sorely missed here.

chirpy racing characters of old. No Dwayne, Spider or Cherry here – just cold-looking menu screens.

"FORCING YOUR OPPONENT DOWN THE PLUGHOLE IS A TREASURED MEMORY WE SORELY MISSED HERE"

So you're left with the cars. 750 of them, to be exact – but they're so similar, you won't bother unlocking them all. But the power-ups are disappointing. Where other racers provide you with position-specific weapons, such as speed-boosts when you're near the back, *V4*'s pickups are always the same. Get behind in a non-battle race and you may as well restart. You'll never catch up.

Visually, well, most of the processing power seems to be used on the physics. The textures are bland and some tracks have terrible moments of slowdown, which is a pity. There are some smart effects – like sun glare on your car's roof and reflections in polished wood – but there's not enough bright colour and it's a bit subdued as a result. Adding to the sterility is the omission of the

Predictably, *V4* is best played in short multi-player bursts, where it remains as fun as ever, and is certainly where the joy of the game is at. Playing through the single-player challenges isn't a chore, as such, but it doesn't feel rewarding either – and you'll finish them all in five or six hours.

We're sounding negative, yes? Don't worry – *V4* is a solid game, good fun in multi-player and a great improvement on its PSone predecessor and it's is a game that's proud of its 16-bit roots – perhaps a little dated, but still with the ability to make us laugh out loud. It's not quite as good as its slicker PS2 top-down racing compatriot *Mashed* – but despite that, we'll always have a soft spot for a little hammer time. **Justin Towell**

■ *Micro Machines V4 is out on June 30th.*

MEET THE EDITOR

There is a limited track creator, which lets you link points in a ready-made environment and choose which pick-ups to put in each icon point. You could theoretically run each race with every power-up set to 'hammer', but you can have too much of a good thing. Unfortunately, you can't choose where to place obstacles and the results are bland like muesli compared to the ready-made courses – but it is decidedly straightforward to use.

TRACKING DEVICE: After you've picked a location, you'll need to plot the course by joining up dots.

POWER UP: Now you can choose which weapons will be available during races. Excited yet?

TEST DRIVE: You can try out your creation as many times as you like until you're happy. Then play the main game again instead.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A solid racer that's great with friends. – Some dull tracks and samey challenges.	+ Smooth, varied and good movement. – A few boring textures, occasional slowdown.	+ It sounds like *Micro Machines* should. – The minimalist approach is exactly that

LIFESPAN

You'll beat all the single-player challenges in under six hours. It'll always be a great party game, though.

MINUTES — YEARS

IT'S BETTER THAN... MICRO MACHINES

IT'S WORSE THAN... MASHED

Faithful to its roots, this is a solid *Micro Machines* game. Save it for multi-player and you'll have a lot of fun – but there are too many niggles to make it a classic.

72

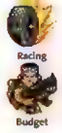
INFOSTRIP

DETAILS
Developer: Bugbear
Publisher: Empire
Players: 1-2
Memory Save: 288KB
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

QUESTION...
What's the most common kind of crash that real-world drivers end up causing?

PUBTALK
The smart arse thing to say down the boozer.
"Being a TV presenter is likely to increase your car insurance premium. So if you ever see June Sarpong and Jez Paxman sharing a car, that's why."

GAMEFAX



TRIVBURST
- 34 vehicles across four classes.!
- 60 possible track combinations.
- 12 different Ragdoll Olympics mini-games.

SHORT AND SWEET: See those buildings? In some of the city tracks, you'll be able to abuse rooftops for daredevil shortcuts.

"CRASHING ISN'T FATAL. IT'S OBLIGATORY..."

FLATOUT 2

Slap, bang, wallop – forget the cars, that's the noise your angry fists will be making if you've got a short fuse.

Don't be deceived. While these screenshots filled with upside down cars, crumbling props and sprays of sparks may make you think that *FlatOut 2* is a mixture of racing and destruction derby, it's basically a great big game of poker, albeit with crushes and slams instead of flushes and scams. Instead of gambling money, though, you gamble your time. That's how it feels – like the original, it specialises in racetracks that come apart at the seams, soul into a race, only for a single blob of unforeseen rubble on the final corner to flip you over and shunt you out of medal position. Or you can drive like a blindfolded monkey and still somehow come out on top. You can earn the 'fastest lap' award with ease, and still come last (with ease). It's a hell of a game to play, mostly because when you sit down to play it for an hour, you just don't know if you're going to make any progress at all. Sure, you can gain experience – learn track layouts and avoid the more hazardous

"AFTER ONE LAP, THE TRACKS LOOK LIKE A CROSS BETWEEN A QUAKE SITE AND A TEENAGER'S BEDROOM"

courses littered with stacks of logs, barrels and scaffolding that get scattered everywhere as eight drivers do their best not to commit suicide on every corner or ramp. After just one lap, the tracks ends up looking like a cross between a post-earthquake site and a teenager's bedroom.

It's complete chaos, and this is where the gamble comes in – you can put your heart and trouble spots and shortcuts – but victory is, ultimately, as much a case of playing the odds and hoping that lady luck hasn't got the painters in as applying skill.

So why does *FlatOut 2* get a score that points to it being a pretty good game? Because all that's said above isn't so much a complaint as a warning. If you're the competitive, determined type who

COMING SOON?

We've no idea if *FlatOut 3* is in the pipeline, but we'd love to see it turn up on PS3, mostly because it would be the ideal game to bring the whole orgy of '1000x physics' etc. to life. But you know what we'd love to see most? A replay mode with a free camera, and the chance to take and share photographs of the subsequent demolition. That way, even when a race goes tits up, we've got reason to stick around and capture the moment. Go on, Bugbear – it'll be brilliant, for sure.

TRIVIA SCORE: We're going to end up with hundreds of driving games on PS3, and *FlatOut 3* should definitely be one of them. Pleeeeease!

TOP 5 FLAT THINGS

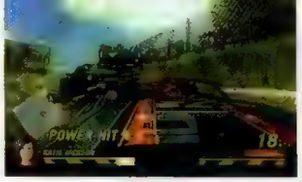
- Digestives.
- Mouse mats.
- Dancefloors.
- Naan bread.
- PSM2.

GAMEPIE

40% Giggling as your opponents fudge up the final lap.
40% Anger management as you fudge up the final lap.
20% Ragdoll Olympics.

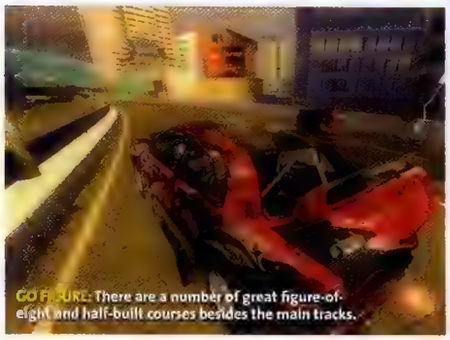
ANSWER

The rear-end collision, closely followed by failing to give way at an intersection. So drive safely, kids.

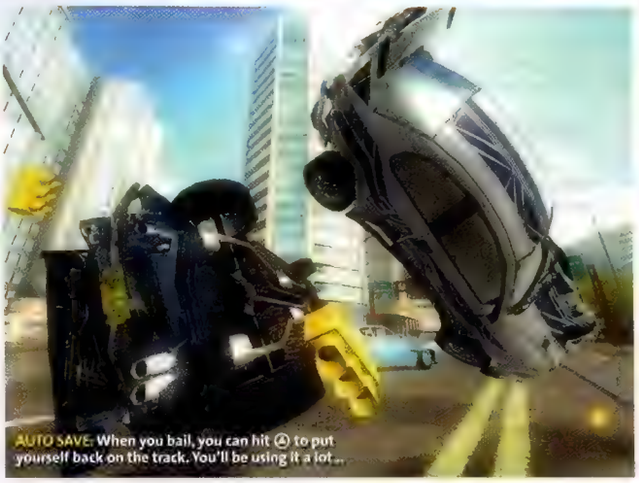


The MON£Y $HOT

There's nothing quite as satisfying as barging an opponent into the scenery, and the game will even reward you with some cash depending on the severity of their crash. Prepare to drive like a maniac...



GO FIGURE: There are a number of great figure-of-eight and half-built courses besides the main tracks.



AUTO SAVE: When you bail, you can hit Ⓐ to put yourself back on the track. You'll be using it a lot...

likes to tear your way through games like a dog with a pair of slippers, then *FlatOut 2* will be your ruin. You'll need Zen in your fingers to accept those common moments when victory gets snatched away by the anarchy of it all. After fifteen or so hours we'd exhausted our really quite broad vocabulary of swear words and, not long after, put teeth marks in one of the analogue sticks (likely quadrupling its eBay value).

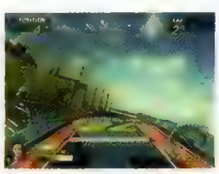
TOTAL CAR-NAGE

But there's little else like it. If you want driving games that reward skill in a precise manner, well, you've got *Gran Turismo* and its pack of imitators to get lost in. Once you've got your blood pressure in check, it's a great piece of entertainment. What's more, the unpredictability that harangues you also affects everyone else. Seeing a CPU opponent glance off a ramp at a wobbly angle and going splat into a tree, the vehicle's driver catapulting through the windscreen, is one of the more satisfying moments that planet video games has to offer. Consequently, no two races are ever the same. And then, of course, there's the excellently morbid Ragdoll Olympics (see 'Man Shunt').

It's a damn shame that *FlatOut 2*'s not online, though, as it would've been the idea arena for its physics-heavy madness. The whole game is a recipe for disaster, and seven other players would've been the perfect cooks to spoil the broth with. Also, races feel like they're too long, never anything less than four to five minutes at a time. It's a sprint, not a marathon. Or it should be.

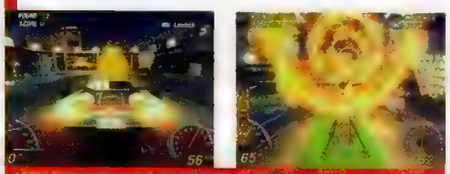
FlatOut 2 isn't *Burnout*. A game like *Burnout Revenge*, despite being filled with clanking carnage, avoids chaos by being so exaggerated and 'clean' with its destruction. Take someone out – and you can do so confidently – and BOOM, they're swept out of the way by a slow-mo camera cut, and you're placed right back on track. Then again, *Burnout* games never have environments that host such extensive destruction, nor do they ever take you into what feels like proper off-road territory. Plus *FlatOut 2*'s smooth, it's nippy and the visuals don't conk out despite hundreds of bits of rubble and other crap flying about the place. Now, anyone interested in buying a used DualShock pad? There's nothing much wrong with it, just some teeth marks in one of the sticks, and some spit on the D-pad... **Steven Bailey**

■ *FlatOut 2 is out on June 23*

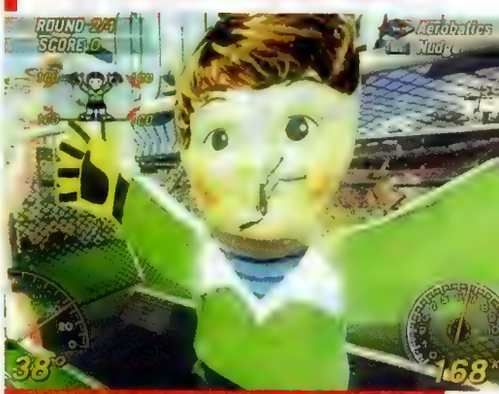


MAN SHUNT

The brilliant Ragdoll Olympics – a series of mini-games centred on flinging your driver through the windscreen to 'throw' them as high or far as each event demands – returns with 12 different offerings, compared to the original's six. They now appear as a pivotal part of career mode, making for an accessible way to amass cash for upgrades and new vehicles. Baseball, Rings of Fire, Bowling... it's some seriously black comedy that makes for a great party game.



AERIAL FLIGHT: You can steer your driver as they sail through the air, and give them a bump with ⓡ if you need to jolt them around.



GOAL MACHINE!! There's even a goalkeeping game – hurl your driver into the net for big points. Good stuff.

FLIGHT PLAN: [illegible] your driver will [illegible] shoot off the windscreen with a rather worrying yelp.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Manic and totally unpredictable, but a big bunch of fun. – Races feel overlong.	+ Busy and detailed, and it rarely chugs. – Courses need a wider variety of visual themes.	+ Megadeth and Supergrass on the soundtrack... – ...but so is Nickelback.

LIFESPAN

A fat career mode and Ragdoll Olympic scores to shoot for, but would have benefitted hugely from online play.

MINUTES — YEARS

IT'S BETTER THAN...
DESTRUCTION DERBY

IT'S WORSE THAN...
BURNOUT REVENGE

A bigger, slightly better sequel that's more accessible and over-the-top but just as random in terms of its carnage. It'll drive you bonkers if you've no patience.

81

INFOSTRIP

DETAILS
Developer: Traveller's Tales
Publisher: Sega
Players: 1-4
Memory Save: 11KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Research showed that 20 minutes on Super Monkey Ball prior to operations helps surgeons be more precise when slicing patients."

GAMEPIE
75% Opening doors.
15% Falling off ledges.
5% Beauteous old-school *Monkey Ball* levels.
5% Crying.

GAMEFAX
Adventure
Puzzle
Stupid
Shit

TRIVBURST
- Monkeys in balls. Yay!
- A rubbish RPG. Boo!
- All your fave party games. Yay!
- The worst *Monkey Ball* yet. Boo!

CAN'T BEAR IT ANY MORE: This boxing bear thing blocks your path. Bump him outta the way.

"MONKEYS DESERVE BETTER GAMES THAN THIS"

SUPER MONKEY BALL ADVENTURE

It's not super, but it does involves monkeys and is, quite definitely, balls. How very disappointing.

I FOUGHT THE DOOR

Doors, right? They're quite easy to open, usually, even in games. A couple of seconds, job done. Bish bash bosh. But not in *Monkey Ball*. Here, you have to rotate a paddle around to pass – a bit like in, say, *God Of War*. Except each door takes well over 30 seconds to open. 30 seconds of rotating the left stick. It doesn't sound much, but there are loads of doors – and if you lose all your lives, they all slam shut again. It's exasperating and tedious. Forget doors, this disc will leave your house via the window.

around and around and around... repeat until angry.

OUT OF PLACE: Yes, there's a dark alien world. In *Monkey Ball*. Cripes.

AI-AI FEEL LOVE: Oh, Ai-Ai. What have you done to deserve this?

S*uper Monkey Ball Adventure* makes you want to *scream*. It's infuriating, it's aggravating, it's disappointing and it's everything a *Monkey Ball* game *shouldn't* be. It made Nathan want to scream so much, in fact, that he stopped doing this review and *actually chose* to do *NBA Ballers Phenom* instead.

What *Monkey Ball Adventure* does is remove your beloved ball-residing chimp from his abstract world of narrow platforms hanging in space and plonk him down in chirpy happy Fisher Price RPG land, where your fellow monkeys – who *don't* have to spend their lives trapped in Perspex spheres, for some reason – all need help with various boring tasks. Find the lost child; bring the bees back to their keeper; wake the sleeping guards by firing yourself from a cannon into a gong; get your photo taken by the simian equivalent of the paparazzi... there are loads of tasks, but no reward for completing any of them. You just go onto the next one and the next one until your brain dies.

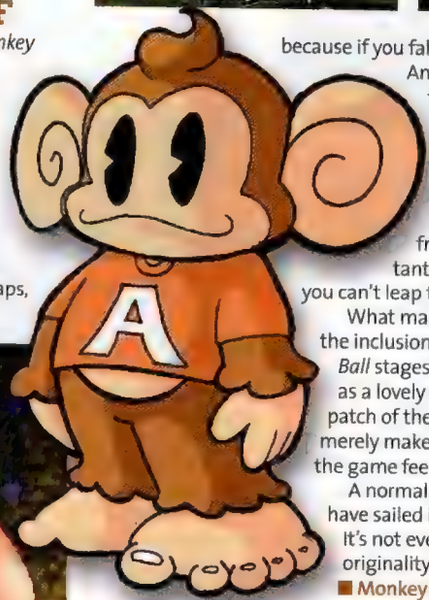
CONTROL YOURSELF

Then there's the controls. In traditional *Monkey Ball* games, battling your ball's constant movement is, well, the *point*. You're always concentrating, gently twitching the stick to guide your ape across that treacherous corkscrew-shaped platform. If you fail, you have to restart – but that doesn't really matter, given the bite-sized nature of the levels. Here, you're sent dashing for miles, climbing up high platforms, using trampoline-like flowers to bounce across gaps, always having to be on edge constantly – because if you fall here you've got to go *miles* back. And even a minor tumble usually turns into a disaster as you land safely, but then bounce uncontrollably, ricochet off a rock and fall in the sea. Again. Sigh. A jump button would have made the whole thing much more friendly, as there are stacks of tantalisingly placed low ledges, but you can't leap to them – so why are they there?

What makes us scream most, though, is the inclusion of several old-school *Monkey Ball* stages. These levels are glorious, acting as a lovely soothing dock leaf in the nettle patch of the rest of the *Adventure*. They merely make the rubbishness of the rest of the game feel even more offensive.

A normal *Super Monkey Ball* game would have sailed into the 80% bracket, you know. It's not every day you say it, but a little less originality please. **David Cook**

■ *Monkey Ball Adventure is out June 30th.*



The MON£¥ $HOT

Here, you've taken to the skies to carry an, erm, 'lunch balloon' to the hungry husband of a worried wife. This is relaxing. Unlike the rest the game.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The concept of monkeys in balls never goes stale. – The RPG idea is basically ill-conceived.	+ As cute as any *Monkey Ball* game should be. – Looks faintly washed out from time to time.	+ Chirpy music throughout. – The squeal of monkey death occurs too often.

LIFESPAN
Despite the ever-ace multi-player party games, you'd have to be a monkey nut to play for very long. Yes, we are funny, thanks.
MINUTES — YEARS

IT'S BETTER THAN...
NINJABREAD MAN

IT'S WORSE THAN...
MONKEY BALL DELUXE

A tragic waste of one of gaming's more loveable franchises, *Adventure* takes the *Monkey Ball* concept and employs it in a manner to which it just isn't suited.

49

ASSASSIN'S CREED

IT'S HITMAN IN THE HOLY LANDS! FIND OUT WHY WE THINK THIS IS THE MOST EXCITING GAME ON PS3

IN THE MAG

NEW GRAN TURISMO, GRAND THEFT AUTO IV, MERCENARIES 2, METAL GEAR SOLID 4, GANGS OF LONDON, GOD OF WAR II, THE SOPRANOS GAME, PRO EVO 6 AND LOADS MORE!

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ON SALE NOW!

PlayStation®2 OFFICIAL magazine-UK

INFOSTRIP DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 334kb
Surround Sound: Yes
50-60Hz: Yes
Widescreen: Yes

QUESTION...
Which other Capcom game does Dante pay 'homage' to in *Devil May Cry 3*?

GAMEFAX

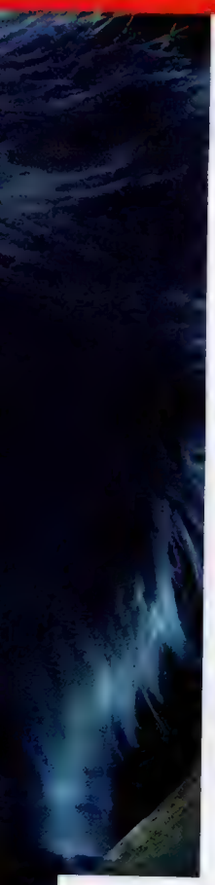
"SPECIAL EDITION'S HARDER THAN BATMAN, BUT IT WON'T MAKE YOU CRY ANY MORE"

PSM2 GAME OF THE MONTH

PSM5 GOLD AWARD

"REALLY VERY SPECIAL INDEED"

DEVIL MAY



ICE TO SEE YOU: It's the first boss, only this time you're fighting him as Vergil. Exciting, eh?

The MON£¥ $HOT
Because it's all easier to play, you can get in close with your sword attacks, rather than hanging back at a distance. Like a big cautious wuss.

BROTHER IN ARMS: The truth is, Vergil is nowhere near as cool as his brother.

No more tears, devil worshippers – Dante's back with an easier remix of his best adventure yet. Breathe sighs of relief, all.

THE EXCITE FACTOR: Special Edition's still hugely exciting, but it's best if you haven't played it already.

DEVIL MAY CRY 3: DANTE'S AWAKENING SPECIAL EDITION

Fact: if you haven't played *Devil May Cry 3*, you don't understand how hard it is. You might *think* you know – you might even have had a little chuckle at people who complain about it – but you just don't get it. *DMC* was that special sort of hard that doesn't care about focus-testing or everyone seeing all the beautifully-designed later levels. You didn't so much enjoy missions as endure them, and you didn't so much revel in beating bosses as breathe a sigh of relief that you'd never have to fight them again. You *would* have to fight them again, of course – albeit in a slightly remixed form – but by then you'd have upgraded all your abilities and they'd be fractionally less impossible to beat. But anyway. The point is, when we say that Capcom have made it easier for this special edition and suggest that that's a good thing, don't take it as some sort of insult to your gaming manliness. We know you're a stud with a DualShock, cowboy – it's just that you might enjoy things more when you aren't always one moment of sloppiness away from doing an entire level again.

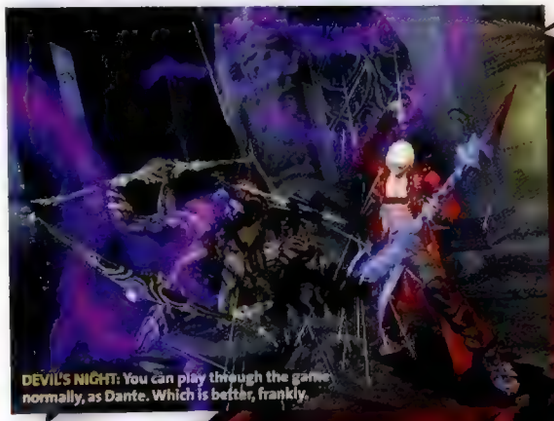
Don't get us wrong, compared to most games, this Special Edition's still harder than Batman – it just won't make you cry any more. The biggest change is the Continue option. Previously, *DMC* made you go through each level – boss and all – at one go. If you wanted to continue, you had to use a yellow Vital Star, which were expensive and only guaranteed one more go anyway. If you made a mistake – say, getting a bit careless with the low-level monsters – it was almost worth starting again. If you made a bigger blunder – like not bothering to buy the Air Hike ability before the third boss – you might have to redo *two* levels.

KICK IT: Vergil mixes sword attacks with melée combat, like this scissor kick business here.

Now, though, things are different. Although the entire game's ever so slightly easier, the Gold option (as opposed to International) adds continue points at key moments and before every boss. Simply by adding these, Capcom haven't just made things less frustrating – they've actually made it easier to play *DMC* the way you're supposed to. Instead of staying at a distance from everything and blowing it to bits with your handguns – minimising the damage you take for the later, trickier bits – you're free to get stuck in, swing that sword and try to work out some combos. Instead of running away from the bosses, taking twenty minutes to wear them down with gunfire, you can jump in and try to work out their weak spots. Just by taking away the vicious punishments for failure, they've made this a more fluid, more fun game.

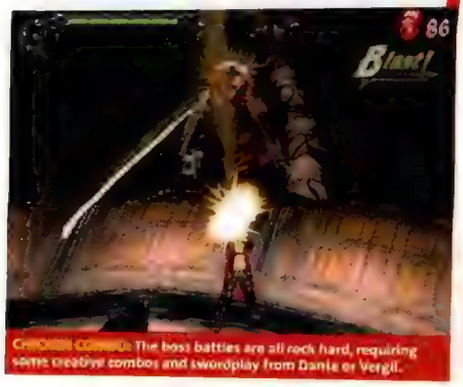
REMAKE IT BETTER

In fact, it's only when you start playing like this that you understand how well put together *Devil*

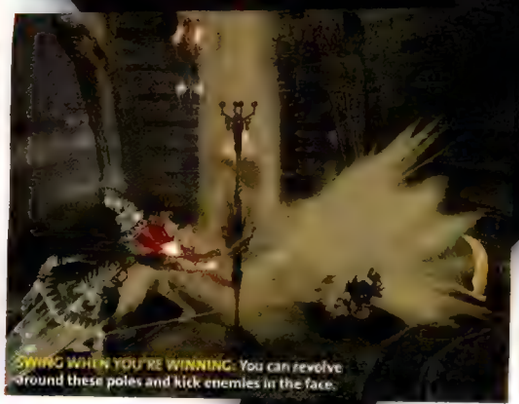

DEVIL'S NIGHT: You can play through the game normally, as Dante. Which is better, frankly.

DEATH OF A CLOWN

In the hatstand world of *DMC*, Jester just seems like a normal character – a dancing, big-nosed clown. There's slightly more to him than that, of course – as you'll know if you've played through *DMC3* already – but putting him in the game as a boss just doesn't make any sense. He turns up, you argue, you shoot him to death... and he turns up later on. Hnngh.

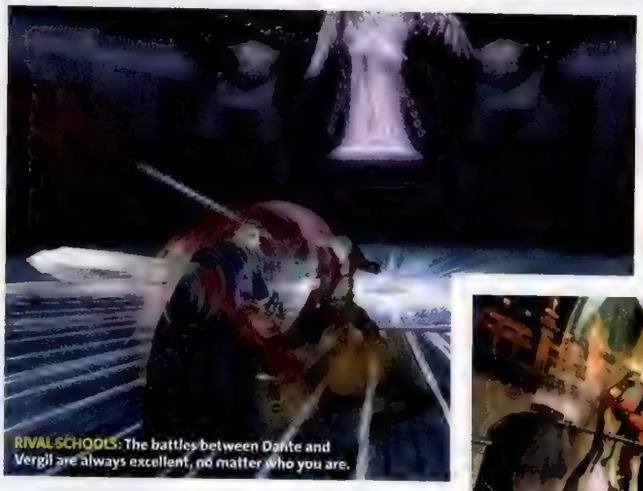


CHRONIC COMBOS: The boss battles are all rock hard, requiring some creative combos and swordplay from Dante or Vergil.


SWING WHEN YOU'RE WINNING: You can revolve around these poles and kick enemies in the face.

SIBLING RIVALRY: The game is now far easier, letting you get up close and personal with sword attacks.

HACK AND SLASH: Cerberus has freezing breath that severely reduces your health. Avoid it.



RIVAL SCHOOLS: The battles between Dante and Vergil are always excellent, no matter who you are.

May Cry actually is. After a second instalment that almost destroyed Dante's rep with annoying camera movement and useless special moves, this is better than a return to form. Dante's been reinvented to appeal to those impressionable teenage girls who write slash fiction about him on the internet – all foppish hair and bare chest, with an attitude that's part unkillable demon hunter and part Lindsay Lohan. Capcom have drafted in one of the fight choreographers behind top J-

The trouble is, though, once you start to prod under the surface of 'new' *Devil May Cry*, you realise what else has changed – almost nothing. There's exactly one new boss – Jester, the tricksy character who dances past bullets and bleeds streamers, turns up halfway through for a scrap. Trouble is, this doesn't fit the story – he survives

"ONCE YOU SCRATCH THE SURFACE, YOU REALISE EXACTLY WHAT'S CHANGED – ALMOST NOTHING"

zombie flick Versus to make the cut-scenes, and the results are like violent ballet. Witness the moment when Dante's evil brother catches a load of bullets on a whirling sword and flings them back... only for Dante to slice them neatly in half. It's a beautiful thing. The main improvement, though, is the Style system. Dante's got four styles – Gunslinger, Trickster, Swordmaster and Royal Guard – and each suits a certain style of play, levelling up with prolonged use. Our favourite is Trickster – allowing you to nip in and out with quick hits and combo-kill enemies – but veterans might want to test themselves with the elegant Royal Guard for huge combos and massive Style points. The whole system works beautifully – and again, the slight alteration in difficulty means you're less likely to be punished for flitting between styles rather than sticking with just one all the way through.

unharmed – and it's rubbish anyway, because all he does is sling some generic electro-balls around while you hollow-point his confetti lungs out. Meanwhile, Dante's evil brother Vergil turns up as a playable character, but goes through *exactly* the same story as his sibling, which makes no sense at all. Compared to *Resi 4*'s excellent Separate Ways adventure, which featured totally redesigned levels, it's poor stuff indeed.

Still, if you haven't played *DMC3* before, be grateful. Now you can buy this and revel in the excellent design without suffering the horrendous difficulty that plagued the original. If you have, though, we can't recommend this – it's simply an easier version of a game you've already played, with minor improvements. Playing it after the original, frankly, is like kicking a toddler. And that's only ever fun for about twenty minutes. **Joel Snape**

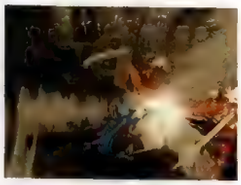
■ **Devil May Cry 3: Special Edition** *is out now.*

VERGIL ON THE RIDICULOUS

If you've already played *Devil May Cry*, you'll know Dante's brother Vergil – a sword-twirling, bullet-deflecting madman with a sharper tongue than Dante and slightly nicer hair. As a playable character, he's got the full set of moves that he brings to boss battles, but only one Style – in comparison to Dante's four – and, slightly more stupidly, he doesn't actually have his own story. In fact, nearly all the cut-scenes are simply culled for his run through of the story, and at times when Dante would be fighting him in the main game, he just scraps with a different coloured version of himself. Lazy, Capcom, very lazy.

SEPARATED AT BIRTH: The fact that Capcom haven't bothered to make new cut-scenes for Vergil makes it feel a bit cheap.

STYLE BIBLE: One fighting style simply isn't enough. We'd rather be Dante and switch between four. Vergil sucks.



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The shift in difficulty makes things more fun. – You might have played all this before.	+ The best cut-scene choreography on PS2. – Does he really have to take his shirt off?	+ Pleasant thrash-rock. – Dante's voice is probably even more annoying than ever.

LIFESPAN

It's still plenty hard, and the addition of Blood Theatre mode will let you practice your killing skills.

MINUTES ... YEARS

IT'S BETTER THAN... MAX PAYNE

IT'S WORSE THAN... ONIMUSHA 3

Recommended unreservedly if you've not played it before. Otherwise, it simply fixes the ludicrous difficulty of the first one and broadens its appeal.

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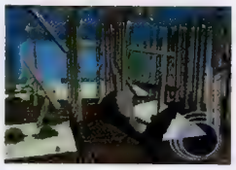
INFOSTRIP DETAILS
Developer: Appaloosa
Publisher:
Players:
Memory Save:
Surround Sound: No
50-50Hz: No
Widescreen:

QUESTION...
Is *Unleashed* anything more than *Ecco The Dolphin* with a shotgun?

GAMEFAX

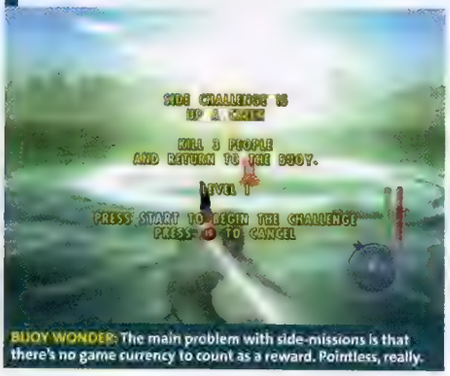
The MON£¥ $HOT
Gripping your prey while waggling will ultimately tear them apart. Incidentally, that is a shark he's got in maw, not a Gillette Mk III razor.



ARM AND A LEG: Human victims can lose a couple of limbs before death.

SIDE ORDERS

With story missions often situated on opposite sides of Amity, a quick detour via one of the ocean's many sub-mission buoys is tempting. Each challenge, be it race, kill-frenzy or boss battle, makes good use of the open environment, but despite their abundance there's really very little variety to their basic objectives. You'll be opting to swim on by to more substantial missions long before putting a tick in every optional box.



BUOY WONDER: The main problem with side-missions is that there's no game currency to count as a reward. Pointless, really.

"ALL SHARK AND NO BITE"

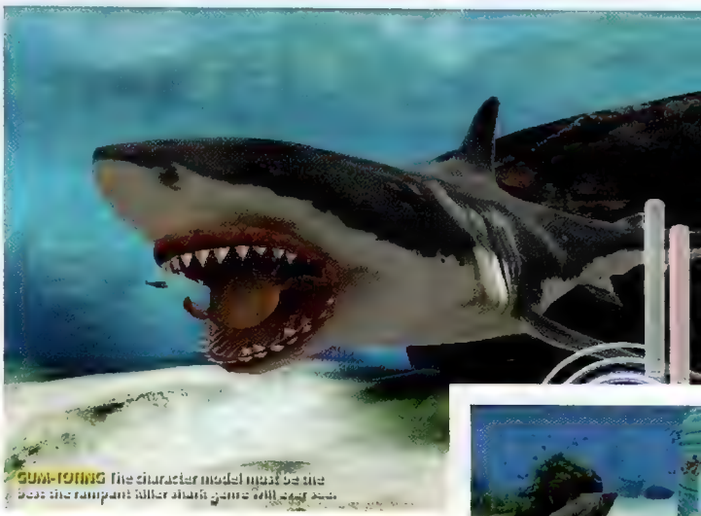
JAWS UNLEASHED

The ocean's most feared predator takes a giant bite out of *Ecco The Dolphin* – and winds up with a terrible bout of indigestion.

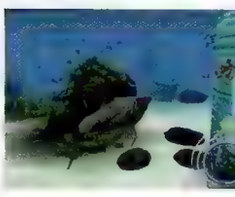
The Great White shark: seaside antichrist, cinema icon, hilarious videogame character. Appaloosa Interactive's attempt to turn it into the anti-*Ecco* (a series it also created), complete with special moves and characterised foes, is charmingly insane. When it isn't giving its movie ancestor cause to roll in its grave with blasphemously daft missions and joyless cut-scenes, it conjures a lively, evocative, sometimes ghostly experience both above and beneath the waves.

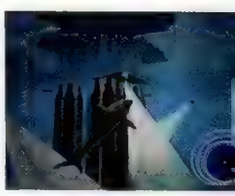
The first sign of trouble and it's admittedly trivial, is that someone's seen fit to call the shark itself 'Jaws.' Call us anal for pointing it out, but Peter Benchley's novel wasn't a biography and neither is its subject the latest in a James Bond-style succession of identically codenamed marine assassins. It's a shark. It has no name, just as it doesn't have a library card, a council house in Byfleet or a daytime chat show on Living TV. Granted though, the game does give you a licence to kill (everything, as it happens), and at times bears an unwitting resemblance to Thunderball.

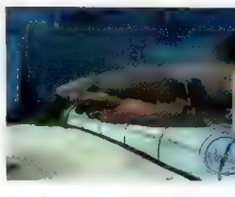
But the trivial can be symptomatic of greater ills, and *Unleashed*'s other issues with authenticity form part of the reason for it being so difficult to get on with. It wants to be a thriller one minute, a comedy the next, yet finds out the hard way that not even a Great White can have its cake and eat it. Thanks to the recent troubles of publisher Majesco, it's also somewhat unfinished, marred by control and camera issues. It makes sense that the shark can't reverse, sit still for too long (they die, you know) or strafe, but not enough sense to justify the damage dealt to the game's accessibility. Much challenge is derived from the need to manage your trajectory when approaching a target and striking during a small window of opportunity, but what fun is that when even modestly elaborate scenery can trap the shark or send the camera into a prolonged fit?



GUM-TOTING The character model must be the best the rampant killer shark game will ever see.







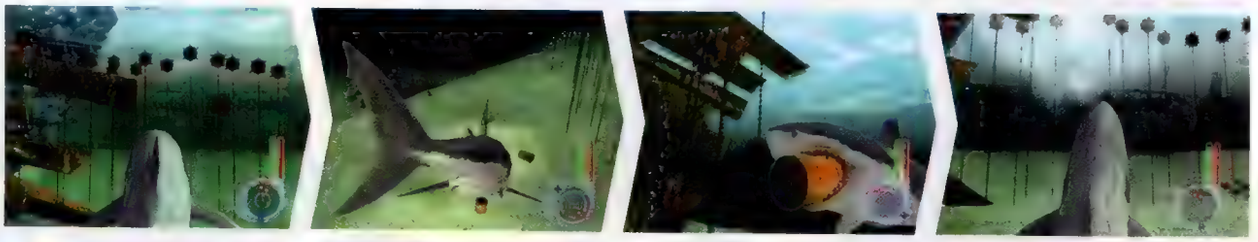
BROKEN JAWS

Had Appaloosa been given time to properly complete *Unleashed*, it's tough to know how much would have been fixed. Malfunctions aside, the game remains a hit and miss affair. The shark itself is fantastic, if only for its lithe animations and ability to raise a smile. In pursuit of the main mission objectives, which typically involve either mass slaughter or eco-friendly industrial sabotage, the shark employs some unexpected skills: the spitting power of a ballistic missile

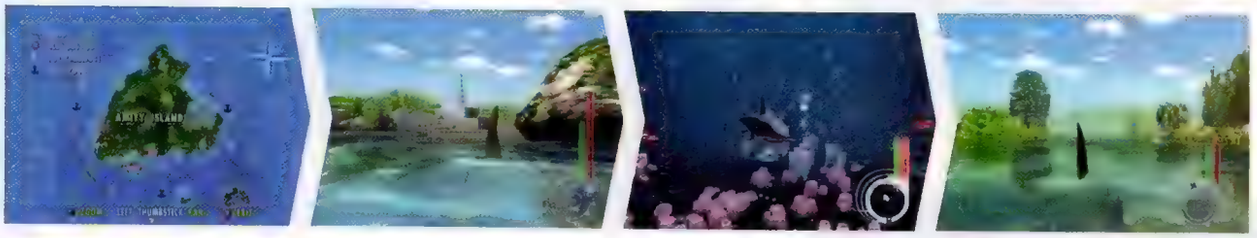
THINGS TO DO IN AMITY WHEN YOU'RE CARNIVOROUS

FIND A GOOD PLACE TO EAT SOMEONE
Amity serves up a rich menu of seafood, from jetski riders and fishermen to sunbathers. Just take a run-up, knock your chosen lunch from their place of safety into the water, then pick a limb and get chewing. Red sauce included, but watch out for the gristle.

DO YOUR BIT FOR THE ENVIRONMENT
No one likes an undersea minefield – it's just no way to treat a guest. Best track down some discarded barrels, get a good grip on them and spit them out for an explosive spot of tidying. Also works a charm on coastguard vessels and oil rigs. Explodify them all.



MAKE TIME OF A SPOT OF SIGHTSEEING
Once the first few missions are done, Amity Island opens up its seas and inlets for free-roaming exploration. Life in each of the different areas, which range from open seas to alligator-ridden canals, is diverse and often dangerous. Take care.



GET ROCK'N'ROLL AND SMASH THE PLACE UP
Not everything in Amity is destructible, but most of what keeps the tourists and locals out of harm's way can be nose-butted, tail-whipped or chomped into a dozen pieces. Entire off-shore buildings can be sunk if their supports are destroyed.

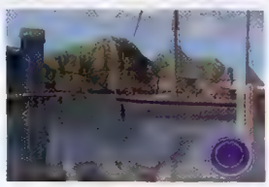
submarine is one, a nose as rigid as Dr Doom's is another, and an unlikely penchant for aerobics tops them off. You could say he's like a Jet Li of the ocean, only flabbier and more constipated.

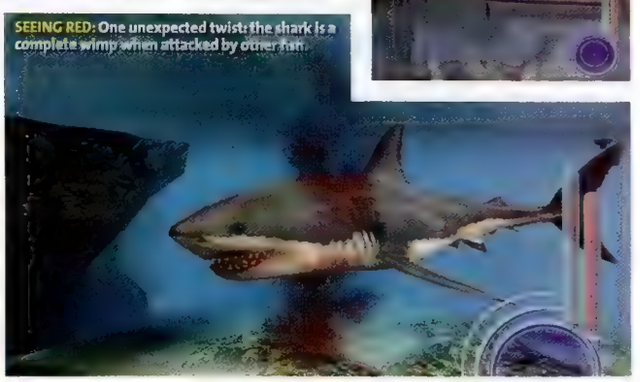
While deflecting the attacks of marine life (watch those dolphins – they've a side to them), you're charged with miscellaneous terrorist activities, from tearing seafarers apart to seeking out collectible items. The shark has a love of car number plates, tin cans and skeletons, so no council house then, but perhaps plans for an auto-yard, corner shop or theme park. A hunger gauge ensures your appetite for mashing the chomp button never wanes, and points earned by fulfilling your duties boost your low-level attributes (power, agility, etc.) while unlocking special manoeuvres.

"CUT-SCENES LOOK LIKE A CASTING CALL FOR CHIPS"

As the modelled ocean unfolds into an alternately tranquil and haunting domain, *Unleashed* provides a scattering of pleasures, but never gels them into something durable, and sometimes does the exact opposite. Its natty interpretations of John Williams' movie score, together with cut-scenes that look like a casting call for McCain Oven Chips, conspire to pull the game under when they should be drawing you in. Not the most seaworthy of vessels, despite its worthy seas. **Duncan Harris**

■ Jaws *is available for import now.*





SEEING RED: One unexpected twist: the shark is a complete wimp when attacked by other fish.

LOCKJAW: Two additional shark abilities are a lock-on and the hyper-acute 'Shark-Vision'.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Dismembering people is quite fun. – There's not a great deal else of merit.	+ Both shark and ocean are lively. – Shame about the terrible cut-scenes.	+ The sound of the open waves, so calming. – The bargain basement music, so not.

LIFESPAN
The handful of missions will hold your interest for about six hours, but expect little to stretch that total.

MINUTES ... YEARS

IT'S BETTER THAN...
TOMMY SHARK ATTACK

IT'S WORSE THAN...
ECCO

Unleashed is a decent ocean adventure with bite, but distracting as it is, it's unlikely to set up a *Jaws Unleashed 2*, let alone a *Jaws IV: The Revenge*.

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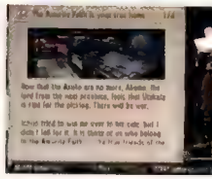
INFOSTRIP DETAILS
Developer: Soki
Publisher:
Players:
Memory Save: 550kb
Surround Sound: Yes
50-60Hz: No
Widescreen: No

QUESTION... Is Ninjutsu still taught anywhere today?

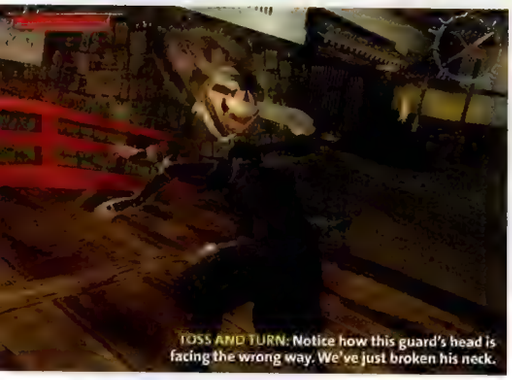
GAMEFAX

The MON£¥ $HOT
The look of fear on an enemy's face as you grab them from behind and slit their throat. It doesn't bother The Crow though. It's just business.

CREEP SHOW: Sneak slowly towards an enemy when his back is turned and move in for the kill.



BLADE WARRIOR: You can pick up enemy weapons. We're wielding two swords here.



TOSS AND TURN: Notice how this guard's head is facing the wrong way. We've just broken his neck.

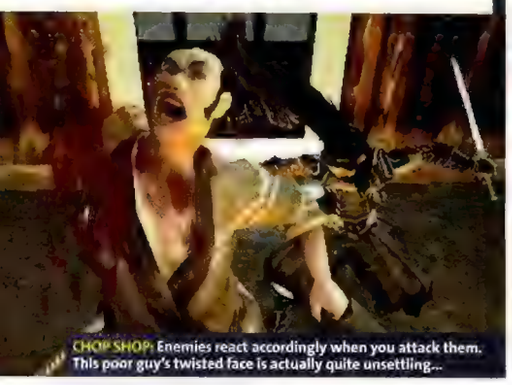
"WHY DID THE NINJA GO TO THE DENTIST? NINJAVITIS"

SHINOBIDO: WAY OF THE NINJA

This ninja stealth-'em-up isn't so much Shinobi-*do* as Shinobi-*don't*. If you, er, know what we mean.

BLOOD SPORT

The stealth attacks in *Shinobido* are suitably gruesome. There aren't many, but the few there are made us cringe each time. Our favourite is when The Crow falls from the sky, grabs a guard and brings his head crashing to the ground. Nasty, but that's what being a ninja is all about, isn't it? And we should know. <ahem>



CHOP SHOP: Enemies react accordingly when you attack them. This poor guy's twisted face is actually quite unsettling...

It looks just like *Tenchu*, doesn't it? It isn't, though – it's *Shinobido*, the new game from the creators of the criminally underrated *Way Of The Samurai* series. But the bad news is, by switching from samurai to ninjas, something's been lost. The complex, technical combat has been replaced by simple sneaking and slashing and the varied, open-ended mission objectives with something a whole lot less satisfying to play.

As we said before, it's very similar to *Tenchu*, right down to the way it plays. You can fire shurikens from first-person, use a grappling hook to climb rooftops and stealth kills are pulled off via a single button. Hold L1 and you'll enter sneak mode. Creep towards a guard when his back is turned and, when your sword glints, press △ to slit his throat. If you jump at the same time you'll wrap your legs around his head and break his neck. It's nowhere near as satisfying as *Tenchu*'s kills, though, because factors from that game – like how much pressure you apply to the attack button and direction – don't come into it. It's upsettingly basic. They will satiate your bloodlust, though – many gallons of the red stuff are spilled.

"JUMP WHEN YOU SLIT HIS THROAT AND YOU'LL WRAP YOUR LEGS AROUND HIS HEAD AND BREAK HIS NECK"

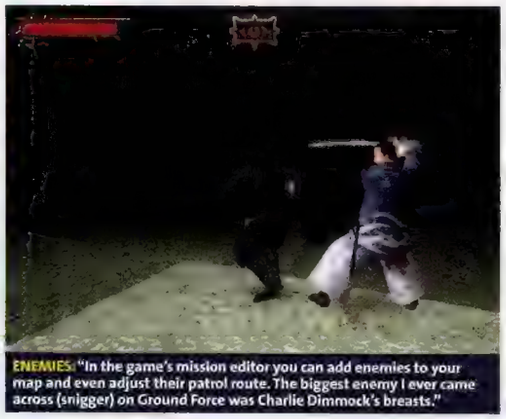
The story is a classic amnesiac scenario. You play as Gou (or The Crow as he's known), a ninja who has no idea why he's fighting or who he is. Your goal is to piece together your past and find out how you lost your memory. You do this by earning the trust of various parties across Japan by performing, among others, assassination and thievery missions for them. They send you scrolls via carrier pigeon to your base, which you read and

NINJA GARDENING with Alan Titchmarsh

Alan Titchmarsh here, presenter of TV's Ground Force. Surprised? So am I. Y'see, as well as planting daffs, I practice the ancient art of ninjutsu. Yes. For this reason, PSM2 have asked me to look at the garden and mission editor in *Shinobido*. I often apply the ancient tenets of ninjutsu to my work, be it using taijutsu palm attacks to do the edging or simply sneaking into Homebase under cover of darkness and weeing in the plants. Sayonara!"

ENVIRONMENT: "You can change the setting for your created mission, which will in turn affect its look and feel. Among the choices are forests and villages. I'd be happy with a moderately-sized allotment myself."

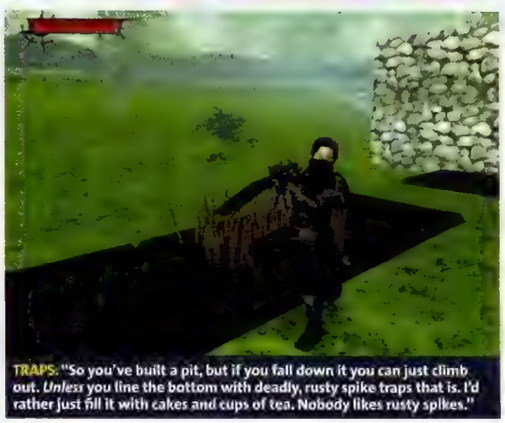
DECORATION: "So you've designed the ultimate ninja assault course, but what now? Well, you could decorate it with wells and logs and things. Personally, I like to adorn the hedges with the skulls of my enemies."



ENEMIES: "In the game's mission editor you can add enemies to your map and even adjust their patrol route. The biggest enemy I ever came across (snigger) on Ground Force was Charlie Dimmock's breasts."

TERRAIN: "Use the landscaping tool to raise or lower the ground and create pits or mountains to test your acrobatic ninja skills. You see, the idea of the garden is to create your own personalised training zone."

FOLIAGE: "This being a garden and all, there are dozens of plants to decorate your land with, from shrubbery and bushes to willow and pine trees. Somebody pass me my virtual secataurs!"



TRAPS: "So you've built a pit, but if you fall down it you can just climb out. *Unless* you line the bottom with deadly, rusty spike traps that is. I'd rather just fill it with cakes and cups of tea. Nobody likes rusty spikes."

But killing isn't always the answer. In some missions you have to avoid all contact with enemies and just scout out the area and in others you have to escape from a guarded area with a heavy item, or sneak in and steal something. But that's about as varied as it gets – and the recovery missions are absolutely infuriating. Trying to cart a large box around on your shoulder while avoiding enemies is needlessly difficult and not being able to climb rooftops with the thing renders most of your ninja skills obsolete.

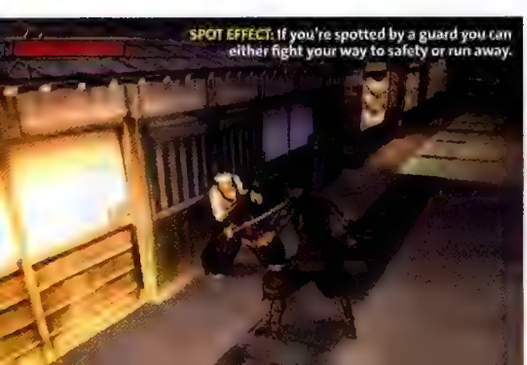
THE THICK OF IT

The quality of the stealthing is also affected by the poor enemy AI. They're thick and don't behave consistently, which makes things feel a little hit-and-miss. We've been playing *Metal Gear* recently (yes, again) and compared to that, it's like something a first-year programming student would come up with – OK, but not good enough in the long run. They're also too easily spooked, although you would be too if you were guarding a castle that's a target for a deadly ninja.

As you'd expect, The Crow is an athletic chap with some nifty acrobatic moves. He's no Prince of Persia, but he can run up walls, flip around and leap between buildings effortlessly. You also have access to shedloads of cool ninja equipment, from basic shurikens and grappling hooks to poisoned rice (lay it down, wait for a guard to start munching away and slip past when he dies) and traps like caltrops (spikes that pierce a dozy sentry's feet) that have been lifted directly from *Tenchu*. Hey, since everything in the games are based on real historical fact, it's not really *stealing*, is it? Although the long-dead warriors of feudal Japan might have something to say about it.

In all, *Shinobido* is totally underwhelming. Good ideas like the mission creator (see 'Ninja Gardening') are obscured by the lazy controls and tedious mission objectives. If you're after historical stealthing, seek out *Tenchu 3*. You can get it pre-owned for about a tenner now and it's miles better than this. **Andy Kelly**

■ Shinobido *is out on June 30th.*



SPOT EFFECT: If you're spotted by a guard you can either fight your way to safety or run away.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Some decent level design. – Not as good as *Tenchu*, basically.	+ It all looks pretty authentic. – Far too grey and far too dark as well.	+ Absolutely brilliant music. – The guards' voices are laughable.

LIFESPAN

If you get hooked on the mission creator you'll get more life out of it, but otherwise it's a game of average length.

MINUTES — YEARS

IT'S BETTER THAN...

RED NINJA

IT'S WORSE THAN...

TENCHU 3

An unremarkable game that does absolutely nothing new. The mission editor is a nice touch, but it's a shame the attached game is so... *blah*.

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INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1-2
Memory Save: 453kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Ryu facts: his favourite food is mizuyokan, which is a kind of sweet bean jelly and he's scared of spiders."

GAMEPIE

40% Fireballs.
30% Never playing as Birdie.
20% Being Ryu every time.
10% Laughing at Dan.

GAMEFAX

TRIVBURST
- 25 different fighters to choose from.
- Create custom combos in *SFA2*.
- Fight some two-on-one 'dramatic battles'.

BROTHERS IN ARMS: The stuff of legends; Ryu, Ken and a million blue fireballs.

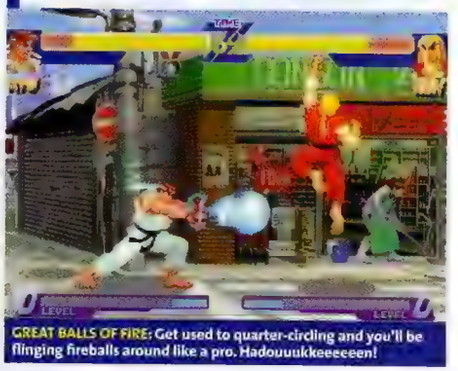
The MON£Y $HOT
Tiny Chun-Li can stun opponents with this love heart attack. Poor Zangeif is lovestruck, leaving him open to a spinning bird kick. Bocko!
ZANGIEF

"ALL THE STREET FIGHTING YOU NEED IN ONE HANDY PACKAGE"

PLAY PROPERLY!

We know "we played until we had blisters on our thumbs!" is a cliche, but playing *SFA3* with the DualShock *genuinely* did, thanks to constant quarter-circling on the D-pad. To remedy this, we invested in a Hori Pro stick – essential for those ultra-complex *SF* maneouvres. You can get a Hori Pro from lik-sang.com for about 40 quid.

STICK IT TO THE MAN: You might look like a bit of a flid when you're wiggling the stick, but it makes all the difference. Really.



GREAT BALLS OF FIRE: Get used to quarter-circling and you'll be flinging fireballs around like a pro. Hadouuukkeeeeeen!

STREET FIGHTER ALPHA ANTHOLOGY

A collection of the greatest multi-player beat-'em-ups of all time. Put *King Of Fighters* back in the drawer...

Yet another retro compilation from Capcom, only this time it's a good one. And it's not even that 'retro' – *Street Fighter Alpha 3* was released in 1999, which was 'only' seven years ago. In this package you get all three *Street Fighter Alpha* games and *Pocket Fighter*, although the first two *Alpha* titles are rendered obsolete by *SFA3* which is arguably the best 2D beat-'em-up ever made. Why go back to the shoddy originals when you can play the near-perfect three-quel?

As ever, it's *miles* better playing against someone else. If it's a mate you're backing into the corner and finishing off with a masterfully-executed Shinkuu Hadou Ken then it's *much* more satisfying than against an unthinking AI routine that doesn't care if it wins or loses. But balance is always an issue – an experienced player using Ryu will always win against a ham-fisted rookie, so make sure you're playing against someone of equal skill, otherwise it's all a bit pointless.

The *Alpha* stable of games introduced power bars to the *SF* series. When you fill up your meter – there are three types, depending on what kind of 'ISM' you choose, which are basically fighting styles – you can perform super moves, all of which look amazing. Some of the more elaborate super combos are near-impossible to pull off effectively with the D-pad, so invest in an arcade stick if you want to get the most out of the game. The *Alpha* games also introduced mid-air blocking and the so-called 'dramatic battles' that pit two linked characters against a series of single opponents with increased strength. Fighting as Ryu alongside Ken against Akuma is epic stuff, with fireballs flying all over the place.

POCKET ROCKET

As for *Pocket Fighter*, well, it's good, but not as good as *SFA3*. During a fight, collecting coloured gems levels up one of three power bars at the bottom of the screen that, once filled, let you perform special moves. These are gorgeous to look at and absolutely mad. Felicia (from *Darkstalkers*) transforms briefly into MegaMan and Ryu can conjure up a rainstorm to drench opponents. It's very strange and very Japanese, but loads of fun. Spotting cameos from other *SF* characters in the background is a game in itself.

This is worth the asking price for *Street Fighter Alpha 3* and *Pocket Fighter* alone, although you may feel short-changed in that you'll probably *never* play either of the first two *Alphas* because of the strength of the third one. It's the strongest Capcom collection yet, but we just wish they'd get off their arses and make a brand new *Street Fighter* game instead of rehashing the old ones. **Andy Kelly**

■ Street Fighter Alpha Anthology *is out on July 7th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Timeless, expertly-balanced scrapping. – Too hardcore for some. The big wusses.	+ Gorgeous animation and sprites. – Some people just don't dig 2D.	+ Brilliantly cheesy music as ever. – Blanka's roaring is a bit on the guff side.

LIFESPAN
If you have an equally-skilled mate, this'll last for ages. Otherwise, you might get tired of playing on your own.
MINUTES — YEARS

IT'S BETTER THAN...
CAPCOM FIGHTING JAM

IT'S WORSE THAN...
SOUL CALIBUR 2

A decent collection, but they may as well have left *SFA* and *SFA2* out because *SFA3* is better than both of them combined. The best *Street Fighter* experience on PS2.

80

computerandvideogames.com

XXIV ANNUAL
GOLDEN
JOYSTICK
AWARDS

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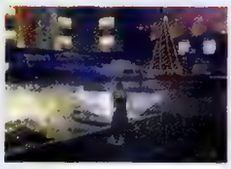
MCV

INFOSTRIP DETAILS
Developer: Ireon
Publisher: Ireon
Players: 1
Memory Saves: 134kb
Surround Sound: No
50-60Hz: No
Widescreen: No

QUESTION...

GAMEFAX



The MON£¥ $HOT
You always take the weather with you, as the song goes, but if this is the end result... and this is one of the shallower floods. Careful, now.
PSM2 BRONZE AWARD

"WHAT'S JAPANESE FOR 'DON'T FORGET YOUR UMBRELLA?'"

ZETTAI ZETSUMEI TOSHI 2

Driving rain, flash floods, cold, damp, decay and misery – it's the first ever British summer simulator...

If one thing separates *Zettai Zetsumi Toshi 2* from most games, it's that there are no real enemies. No zombies, psychos, or gangsters. Just you, up against the massive flood that's wrecked your city. (And all this at Christmas too.) The only comparable game is, well, the first *Zettai Zetsumei Toshi* – released here as *SOS: The Final Escape* – but that was about earthquakes. This is about a torrent of water so powerful that even Andy's stubborn stains are quivering in terror.

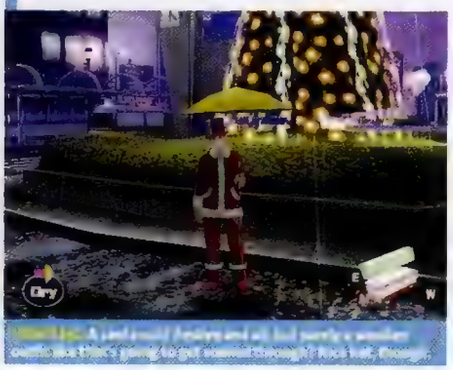
"THE FIRST GAME IN WHICH WE'VE GOT TO HOLD A GIRL'S HAND SINCE ICO"

Bad news first, though – for all its originality and excitement, what people mostly remember about *SOS* was its frame-rate, which limped along like a pensionable donkey – and the sequel suffers the same fate. Sometimes this is understandable. There are scenes, like the early escape from the convention centre, where water is cascading from every ledge while chunks of debris crumble and crash to the ground. There's so much going on, you'd be surprised if the frame-rate *didn't* stiffen noticeably. That doesn't make it any less intrusive, but it's just about forgiveable. Yet there are other times when you're simply wandering around empty buildings, with nothing going on, and the same thing occurs. That really isn't on, especially when you consider that the textures look flat and the characters like cardboard cut-outs.

Still, for all that, there are times when *ZZT2* feels like the most exciting game you've ever played. You'll be chest-high in torrents of water, desperately pushing the stick in the opposite direction to the tide to avoid being swept away, all the while pressing ◎ to keep hold of your girlfriend's hand. Then suddenly the floor gives way, leaving you desperately clinging to the edge of a precipice to keep from falling to your death. You drag yourself up, then lunge at a handy railing and grab it with R1 to steady yourself. Then a chandelier comes loose from the ceiling, smashing down heart-stoppingly close to you. Recovering, you look round and discover your lady has wound up stranded – miles back. You're doing all this

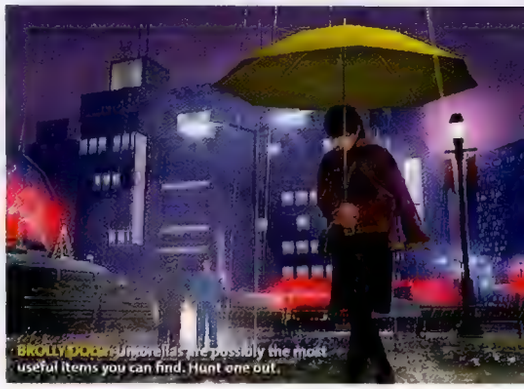
OOPS, I FORGOT MY RAINCOAT...

An important aspect of *Zettai 2* is dressing your character up. This can be done simply by picking up any clothes you see scattered around the area, but this is vital for practical reasons rather than cosmetic. Although you *can* dress yourself up as a complete numpty if you so choose (and, of course, you will), you might be better off donning a nice sensible raincoat and wellies to protect yourself against the raging weather instead.



NIGHT, MAYOR: This is the mayor's son (we think, it's hard to tell in Japanese). He's a big coward.

STEALTH FARM: There are stealth sections too. This game's got that variety thing sussed.


BROLLY POLE: Umbrellas are possibly the most useful items you can find. Hunt one out.

TRIVBURST

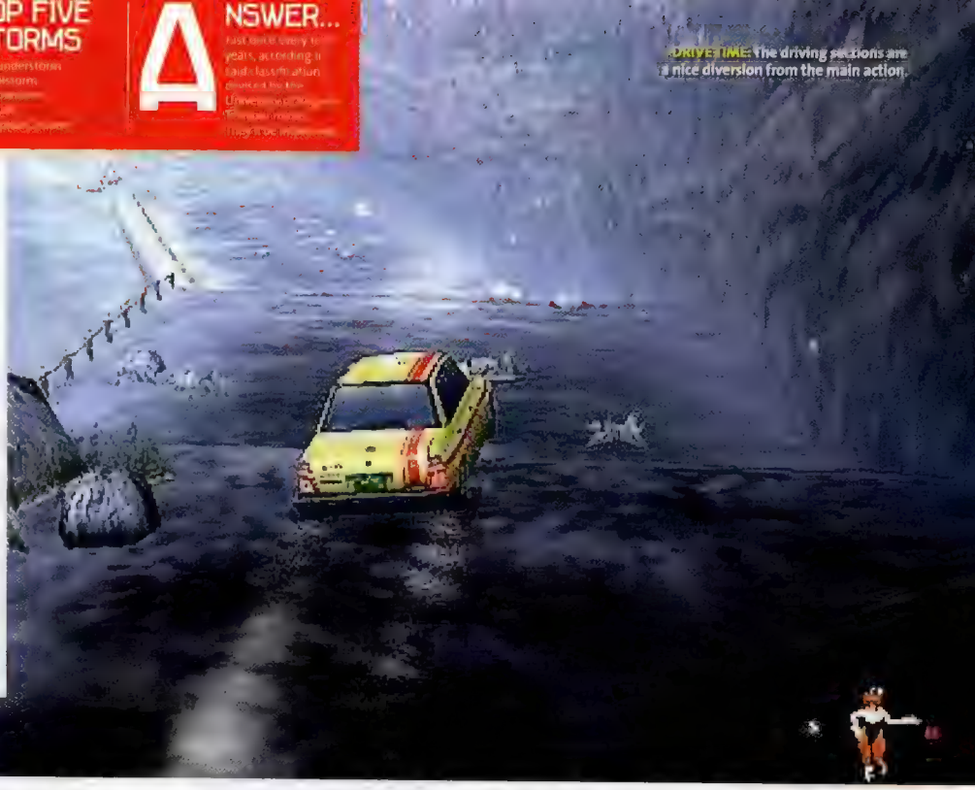
DOT.NET

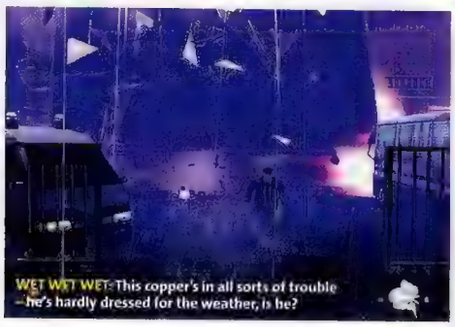
GAMEPIE

TOP FIVE STORMS

ANSWER...

LOST THE PLOT: Each character's story overlaps, so you see the action from all perspectives.


DRIVE TIME: The driving sections are a nice diversion from the main action.


WET WET WET: This copper's in all sorts of trouble – he's hardly dressed for the weather, is he?

again, bucko. And you won't mind in the slightest. (And hey – it's the first game in which we've got to hold a girl's hand since *Ico* – bonus points!)

LOST IN TRANSLATION

In between these survival missions are more sedate puzzle-solving sections – how do I get up to that high ledge; how do I open the door; where is that crucial item I need? They're actually fairly basic brain-teasers, but made complex because (in this Japanese version of the game) everything's in er, Japanese, making progress slow. A similar problem occurs when talking to other characters – you've no idea what they're saying or what you're replying. While we bludgeoned our way through by picking answers at random, it's far from ideal.

HEAT PETTIE: These heaters provide vital warmth – and save points – for your characters.

And don't get us started on the coconut beast (see the box above). Suffice to say that recommend waiting for the UK game (and pray that a publisher is smart enough to pick this up).

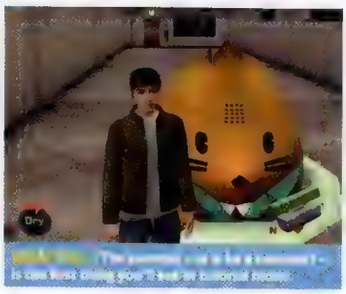
Later on, you get to swap between characters – from the young waiter you start out with to a cabbie, a prisoner and more – but the impact of their stories criss-crossing each other is lessened by the translation problem. Still, it works well and keeps your interest up, as do the vehicle sections – you're often forced to leap into cars and even dinghies to survive. And during all this, the rain keeps beating down – so keep an eye on your character's health. Let him or her get too cold or wet and it's death for you – fortunately, there are heaters dotted around for you to get a warm-through. Just like, erm, *Pilot Down*. And who'd have thought anyone would borrow ideas from *that?*

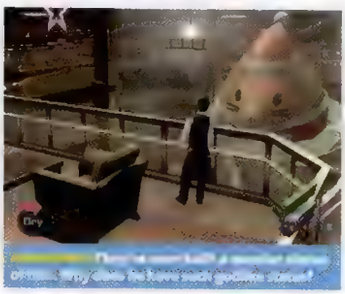
ZZT2 is a wholly admirable effort at doing something new and different on your ageing console. The translation issues are a pain but we think that an English version could add as much as 10% to that score. Shame the puzzle-solving bits get tedious sometimes and the frame-rate has a good shot at ruining the whole thing. And yet you'll forgive it, because the game is original, atmospheric and often thrilling. That its ambition is held back by its technological limitations is a shame, but we'd far rather a game reached for the stars and didn't quite make it than was happy to drown in the sea of sameyness. **David Cook**

You can import Zettai Zetsumei Toshi 2 now.

THE STRANGE BEAST OF ZETTAI ZETSUMEI

The more you play, the more you'll see of what we came to term 'the *Zettai Zetsumei* coconut'. He may not *be* a coconut (we don't know *what* he is), but he crops up everywhere – in the tutorial, on posters, on the side of vans... *everywhere*. Can someone from Irem tell us what he's meant to be? Ta.





PSM VERDICT

GAMEPLAY

+ Some magnificently exciting moments.
– A tad too slow-paced from time to time.

GRAPHICS

+ Despite the flat textures, terrifically atmospheric.
– The frame-rate is juddery beyond belief.

SOUND

+ The Christmas music that plays is very sweet...
– ...though eventually grinds on the nerves.

LIFESPAN

Lengthy and challenging, and finding all the costumes to dress up in adds reasonable replay value.

MINUTES — YEARS

IT'S BETTER THAN...

SOS: THE FINAL ESCAPE

IT'S WORSE THAN...

ICO

Zettai 2 strains under the weight of its own ambition, but is a cracking achievement nonetheless. Maybe wait for an English language version, though.

78

INFOSTRIP

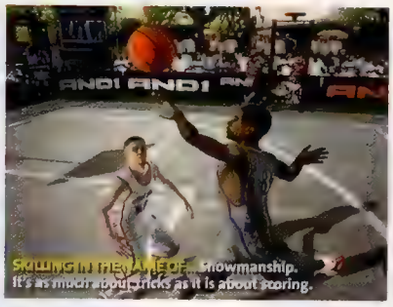
DETAILS
Developer: Black Ops
Publisher: Ubisoft
Players: 1-4
Memory Save: 204KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"And1 means when you get fouled but still score, you get a free-throw too, meaning you get your points 'And1' free attempt. See?"

GAMEPIE
10% Breakin' ankles.
50% Bustin' skills.
20% Bargin' opponents.
20% Blazin' dunks.

GAMEFAX
Sports
Official License
Network
Hard

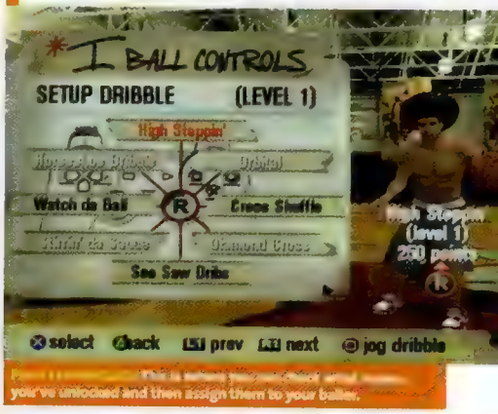
TRIVBURST
- Hit up the opposition in one-on-one, two-on-two or full five-on-five competitions.
- Become the next B-ball star in career mode.



SKILLING IN THE AND1 OF... Showmanship. It's as much about tricks as it is about scoring.

I-CONTROL YOU

The I-ball moves are unique to the And1 circuit and obviously make an appearance here. These are a selection of original moves that allow you to create your own style. For example, you can tweak how your player dribbles the ball while moving, perform intricate defensive blocks and steals, and even create your own dunk style. It's all there to help you become the next big thing in the And1 series, but it takes so long to work the details out that you probably won't bother.



you've unlocked and then assign them to your baller.

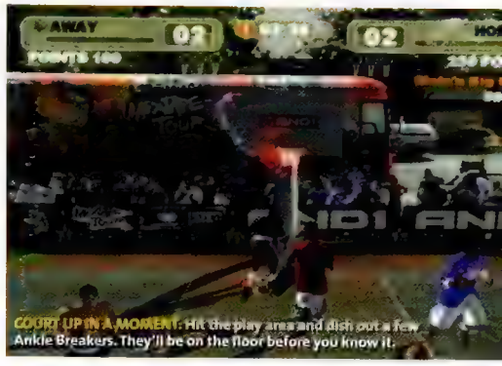
PSM2 BRONZE AWARD

The MON£Y $HOT
Work up your skill-o-meter and you can pull of a number of super dunks – prefixed by a selection of skills – all captured in a DV camera style.

"AND1 MORE B-BALL GAME TO THROW ON THE PILE"

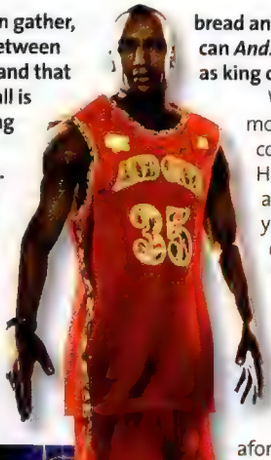
AND1 STREETBALL

It's the battle of the basketballers – and in the left, erm, court are the superstars of And1. Let's rumble!



COURT UP IN A MOMENT: Hit the play area and dish out a few Ankle Breakers. They'll be on the floor before you know it.

From what we can gather, the difference between And1 streetball and that of NBA basketball is that showboating – or 'extracting the urine' – is actively encouraged. All the time. Whereas the highly-paid stars of the Detroit Pistons are looking for championship points, the And1 boys are just looking good. Spinning the ball inside their jerseys and leaving their opponent mesmerised before slamming the ball home with the grace and power of a side-winder missile – that's their bread and low-cholestorol sunflower spread. But can *And1* bring enough game to oust *NBA Street* as king of the court? Not exactly.



While the streetballers' monikers are far more interesting than their NBA counterparts – with names like Half-Man, Half Amazing and Air Up There – the action isn't. You'd be excused for thinking you're in for a treat after watching the dazzling real-life trailer, but hitting the court serves up a slightly frustrating experience. The camera swivels around violently during the offence/defence switch, making prolonged matches a little nauseating. Couple that with an array of tricks that don't exactly look as fluid and stylish as the ones in the aforementioned trailer, and you'll soon feel short-changed. It's not all bad, though.

KURT ANKLE

With no-holds barred basketball comes a chance to smash your opponent into the ground via a simple tap of ◎, though for all you purists out there, you can still steal the ball away with cat burglar-like skill by using the I-controls (see 'I Control You'). The original gimmick here is the Ankle Breaker move, a seriously convoluted way of nipping past an opponent in slow-motion. First, you've got to fill your Ankle Breaker meter by showing loads of skills, then you hold L1 and the right stick to perform a level two trick, *then* push both sticks in different directions to slip past your opponent as he cripples over on his foot. Phew. It's drawn-out but it does provide you with a sense of satisfaction when nailed.

With on-court commentators and enough eye-candy skills to blind a small horse, *And1* is superior to *Street* and *Ballers* aesthetically – but this streetball showpiece is lacking the game to beat the opposition. **Nathan Irvine**

■ And1 Streetball *is out now.*

NBA BALLERS PHENOM VS AND 1 STREETBALL

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It makes you feel like da' man. Possibly. – It's repetitive and games soon blur into one.	+ Realistic looking 'ballers and good animations. – The players look dead behind the eyes.	+ The hip-hop tracks suit the tempo well... – ... but it lacks variety and the songs repeat often.

LIFESPAN
The career mode comes with a fairly decent storyline and is quite lengthy. And there's a decent online mode too.
MINUTES — YEARS

IT'S BETTER THAN...
NBA 2K3

IT'S WORSE THAN...
NBA STREET VOL 3

Over the top b-ball games have been around since *NBA Jam*, so this feels redundant – but it does capture the flavour of the And1 competition.

72

The MON£Y $HOT
Bringing down the house (read 'rim and backboard') quickly ends a match and makes you look superhuman in front of your 2D fans.
PSM2 BRONZE AWARD
16
IVERSON
"SOMETHING LIKE A PHENOMENA"

NBA BALLERS PHENOM

And up next are the blingiest ballers on the court. Can they slam-dunk *And1* right outta the game?

What's amazing about Midway's latest bout of rim-bashing is the way that it seamlessly tags a decent – if slightly nonsensical – story onto the action without ever undermining the B-balling action. *Ballers Phenom* has ditched the bland plot of old (some reality TV show searches for the next big thing) in favour of a storyline which sees you attempting to take vengeance on your former partner Hot Sauce (cough). He ditched you, stole your woman and now earns stacks of cash while you live out of your car. The twat. You've got to rise up the NBA rankings to take revenge.

But aside from being able to choose your path to become either the NBA's number one draft pick or a bling-covered entrepreneur (think P-Diddy), *Ballers Phenom's* court action hasn't really changed. You've still got the one-on-one action, a huge array of tricks, the show-stopping Bring Down Da House gamebreaker and the cardboard cut-out fans in the background – though devotees of MC Supernatural (all three of you) will be disappointed to know he's been replaced by the equally underwhelming Trickz on voiceovers. Yep, everything is as solid as before, with powerful dunks and showboating skills to mess with, but there's little change courtside.

SHOP AROUND

What differences there are happen off the court. Like the recent *Tony Hawk* games, you can trundle around bustling locations, interacting with their inhabitants as you go. As well as entering yourself into tournaments rammed with blatant product-placement (T-mobile, Sprite and the like) you can earn new skills by accepting tasks such as finding an NBA star's phone or taking pictures of players in compromising situations. There are jewels to collect – by bouncing your ball of post-boxes and trees – Spelling Bees and car washing competitions to enter and shops from which to purchase performance enhancing substances, which seem to be legal here. And although the camera often gets lost behind trees and buildings and it all feels a little bit jerky, it works nicely and adds an immersive edge to the story mode.

Sadly, because the original *Ballers* sold even less copies than tripe like *Scooby Doo: Unmasked*, *Phenom* may never hit British courts. But if you're looking for a thoroughly entertaining basketball game, you can't go far wrong with slamming this one in. **Nathan Irvine**

■ NBA Ballers Phenom *can be imported now.*

NBA BALLERS PHENOM VS AND 1 STREETBALL

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Solid b-ball action with a nice story attached. – The court play hasn't changed much.	+ Realistic characters and brilliant animations. – On-foot sections don't flow smoothly.	+ Lots of tracks, which you can buy separately. – But it all becomes a little repetitive in the end.

LIFESPAN
The story mode will keep you hooked and there are enough real life NBA stars and minigames to keep you occupied.
MINUTES — YEARS

IT'S BETTER THAN...
NBA JAM

IT'S WORSE THAN...
NBA STREET VOL. 3

It's not the pinnacle of basketball gaming (*NBA Street 3* maintains that title), but the story mode and frantic action make for an enjoyable b-ball experience.

78

AND1 VS BALLERS HEAD TO HEAD

OK, so both of these b-ball titles provide you with pretty decent showboating action, but let's break them down and find out why one is better than the other.

ROUND 1: VISUALS

■ Although *And1* has more animations per player, *Phenom* looks photo-realistic. But for overall presentation, *Ballers* just nicks this one.

0-1

ROUND 2: SOUNDTRACK

■ There's no competition here. *NBA Ballers Phenom* comes packing a separate 18-track CD of in-game hip-hop. *And1* does not. Easy for *Ballers* on this score.

0-2

ROUND 3: SKILLS

■ There just isn't enough variation between the look of moves in *Phenom*, but *And1* allows you to create your own style with the l-control modifier. *And1* takes the point.

1-2

ROUND 4: DUNKS

■ The alley-oops and dunks in *And1* look sharp and powerful but *Phenom's* slams *feel* stronger – you can bring down the entire backboard. Nice.

1-3

ROUND 5: CREATE-A-CHARACTER

■ There are more realistic facial options in *Phenom*, but *And1* is better equipped with intricate options with which to create your baller.

2-3

ROUND 6: BLING

■ Bling is sooo passe, so that's why *And1* wins this one. It's all about the action rather than the amount of jewellery you can dress in.

3-3

ROUND 7: DIVERSITY

■ Car washing, spelling bees and shoot-outs provide alternative methods of fun in *Phenom*. Unfortunately, *And1* is only about the b-ball – costing it big time.

3-4

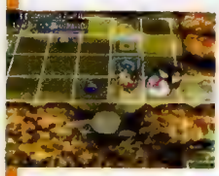
THE WINNER

■ While *And1* doesn't do anything wrong, its play is fairly one-dimensional. *Phenom* on the other hand revels in its diversity.

The MON£¥ $HOT
The character design is fantastic, but we'd expect no less from a *Dragon Quest* game. Tiny Yangus is great, but the Slimes win every time.

BACK TO BASICS

As you make your way down through the dungeons, you level up and pick up new weapons, armour and important items. When you leave, you'll be set back to level one. At least it's not game over if you're killed – you'll be brought back to the dungeon entrance by enemy monsters who'll unceremoniously dump your unconscious body and point and laugh at you.



"STICK WITH THE ORIGINAL"

DRAGON QUEST: YANGUS

Dragon Quest's cockney geezer gets his own spin-off and more dungeons than the Tower of London.

Spin-offs – Joey, The Green, Green Grass, The Star Wars Holiday Special – are pish. As such, we sincerely hoped that when Square Enix announced a *Dragon Quest* spin-off, telling the story of the roots of the insanely cock-er-nee Yangus, that it wouldn't turn out to be a blot on *DQ*'s massive and unsullied landscape. But, well...

The subtitle refers to the series of Chunsoft's *Mysterious Dungeon* games, of which this is the latest instalment. They're a very peculiar genre of dungeon crawling games and this isn't their first association with the *Dragon Quest* series. Here, the young Yangus takes up the gauntlet from previous *DQ* hero Toruneko when he gets sucked into a magical jug from which he spends the game trying to escape. Bloody magical jugs. Doesn't matter how many times you tell people not to touch them... Anyway the only way to escape is to trawl through stacks of dungeons.

Now, we don't mind a bit of dungeon crawling but this is *all* dungeon crawling. Each has several floors and you make your way from top to bottom, fight a boss and move on through the towns to the next. And every time you leave a dungeon, your character's level development returns to the start, meaning you're effectively starting from scratch each time. The battle system's supremely basic, but does employ a fast, turn-based system where judicious use of items and a tension gauge which lets you stock turns for massive damage can make for interesting scraps.

GET THE LOOK

There's a bizarre and pointless grid movement system in the dungeons which makes the controls feel clunky and the look of them is very basic. The graphics in the towns, on the other hand, are very attractive, with *Dragon Quest*'s characteristic long draw distance, and the controls here are much better – which simply emphasises the awkwardness of traversing dungeons. OK, the whole *game* is simply traversing dungeon after dungeon, but you could have said that about the great *Dark Chronicle*. In this case, though, there aren't the masses of side-quests and minigames.

Like *Dragon Quest*? So you should, but that's no real basis on which to buy this. However, if you're already a fan of the *Mysterious Dungeon* series or just *have* to know where the adult Yangus got his scar from then by all means pick this up when it finally hits Europe. The rest of you probably shouldn't bother. **Kirsten Kearney**

■ *Yangus is out on import now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Battling is simple but well realised. – The dungeon crawling is just too relentless.	+ Towns and cut-scenes are very attractive. – The dungeons are just a shade too old-school.	+ Nice orchestral themes. – Fingers crossed the translation lives up to *Dragon Quest*.

LIFESPAN
It's a big game, but how many dungeons can you traverse over and over before you've had enough?
MINUTES — YEARS

IT'S BETTER THAN...
YS: ARK OF NAPISHTIM

IT'S WORSE THAN...
DRAGON QUEST

Any RPG nut worth their mithril shirt would be salivating at the prospect of anything *DQ*-related, but this is relentless dungeon crawling for only the very hardy.

65

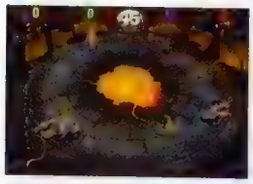
INFOSTRIP

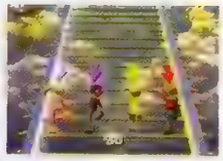
DETAILS

Developer: Crave Entertainment
Publisher: 505 games
Players: 1-4
Memory Save: 57 k
Widescreen: No
50-60 Hz: No

GAMEFAX

Action · Funny · Multi-tap · Sequel





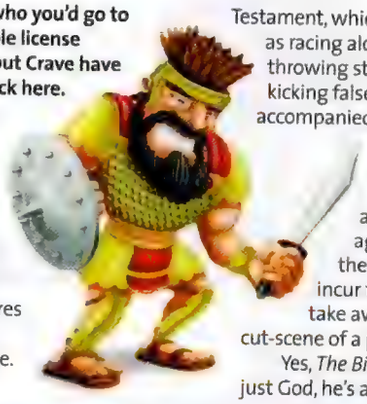
"DAMN THEE TO HELL!"

THE BIBLE GAME

The most tedious religious experience we've had since the last time there was a royal wedding.

We're not too sure who you'd go to get the official Bible license (Gideons? God?), but Crave have surely missed a trick here. Instead of a free-roaming Jesus sim where you smite rival religions with drive-by blessings, they've come up with a quiz/mini-game collection.

The Bible Game pits you against four AI characters, each taking control of the scoreboard to earn points. Landing on some squares gives you an individual challenge, a group question or a group challenge. The game is based on the Old Testament, which means mini-games such as racing along the bed of the Red Sea, throwing stones at Philistines and kicking false idols into the fires, all accompanied by awful God-rock that'll have you running for a copy of the Koran.



But your contestants aren't the only things against you – God is too. Pick the wrong square and you incur the 'Wrath of God' – who'll take away all your points while a cut-scene of a plague of locusts plays.

Yes, *The Bible Game*'s God is not a just God, he's a fickle nobhead. What's worse, he's always tempting you with more points, willing you to incur his wrath. Isn't it Satan who's meant to tempt us? Has some sort of jobswap scheme been going on?

The Bible Game, then – worth five minutes of your time, but basically it's crap. Jesus must be spinning in his grave. No, hang on... **Dave Harrison**

■ The Bible Game *is out now.*

PSM2 VERDICT

Our Father who art in heaven, hallowed by thy name. Thy kingdom come, thy game is dumb – and we wouldn't touch it again with a ten-foot cross.

43

INFOSTRIP

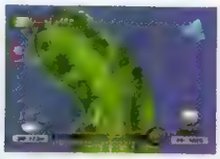
DETAILS

Developer: Telenet Japan
Publisher: 505 Gamestreet
Players: 1-4
Memory Save: 130kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Sports · Budget · Easy · Multi-tap

"BORED EAGLE"



EAGLE EYE GOLF

Just what we need – a brand new golf game series because Tiger Woods is too boring. And good.

Sometimes, games come along that are so unremarkable, it's difficult to know what to say about them. This is one such example. There are vast expanses of green, lots of tournaments, players to unlock, a create-a-golfermode, a perfectly satisfactory control system... but nothing at all stands out. Looking for something *exciting* in *Eagle Eye Golf* is like searching for needle in a particularly needle-free haystack.

It works well enough, we suppose. It uses the *Tiger Woods*-approved method of flicking the right stick down and up to take your shot, while spin is added with the D-pad. But it lacks that game's slick looks and hyper-realism, and nor is it as appealing – or, more importantly, as fun – as *Everybody's Golf*. Yes, it's cheaper than both, but where's the advantage in that when you're buying something that's simply a bit dull?

Sure, the create-a-golfer mode is extensive – we made a big golfing clown with an afro – and there are enough courses and competitions to keep you going (including a rubbish 'mission mode' where you're tasked with objectives like 'land the ball eight metres from the flag twice consecutively, which sounds simple until you realise that everything else in the game is measured in *yards*), but *Eagle Eye Golf* is *so* lacking in atmosphere, and spirit that you just won't care. It doesn't offend in any way, particularly – but that seems to be the limit of its ambitions. And what good is that to anybody? **David Cook**

■ Eagle Eye Golf *is out on June 30th.*

PSM2 VERDICT

If this were the Ryder Cup, *Everybody's Golf* and *Tiger Woods* would be way out in front. *Eagle Eye* would have fallen in a water trap and drowned.

50

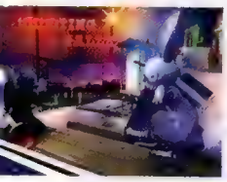
INFOSTRIP

DETAILS

Developer: Edge of Reality
Publisher: Activision
Players: 1-2
Memory Save: 358kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

GAMEFAX

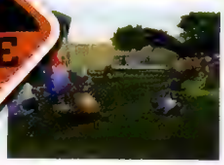
Platformer | For Kids | Easy | Movie License



"LIVING ON THE HEDGE"

BEAR CHEEK: The character animation is very good and there's lots happening on-screen.

PSM2 BRONZE AWARD



CARRY THAT WEIGHT: The turtle's name is Verne. He's nowhere near as good as Hammy the squirrel.

OVER THE HEDGE

'Witty' one-liners and a TV-addicted squirrel? Yup, it's kids' film tie-in time again.

Now here's a surprise – a movie-licensed game obviously aimed at children... that's actually not bad. Playing much like *Ratchet & Clank*, but with less depth and more racoons, you'll spend most of your time avoiding lasers, collecting hidden bonuses and engaging in lots of melée combat.

Unfortunately, the combat is the game's weakest point, as fighting multiple enemies is messy, involving nothing other than hammering ⊗ to attack. Mind you, that worked for *Kingdom Hearts*, after all. But one thing this game has over *Ratchet* is a simultaneous co-operative two-player mode, which is just as enjoyable as the single-player experience.

There are mini-games to unlock as well – including a golf cart destruction derby – and although no single aspect of the game really shines (except maybe for the voice acting), it consistently entertains. The variety, production values and good-natured humour overcomes the lack of originality and repetitive sound clips. Graphically, meanwhile, *Over The Hedge* has a considerable draw distance and great-looking characters, although it can all sometimes look rather shaky and gloomy. The camera's good, though, flicking to helpful angles when you need it to.

We're not saying that everyone should play it. Although secondary objectives require some skill, it's too simple, easy and kiddified for hardcore PS2 gamers. But if you've taken some little people to see the film, their faces will light up when they play this – and they'll be smiling for quite some time. So you can leave them with this while you blow people's faces off in *Hitman: Blood Money*. Everybody wins. **Justin Towell**

■ *Over The Hedge is out now.*

PSM2 VERDICT

Simple, clean and fun – this is a fine example of a children's videogame, with some jokes for the grown-ups too. Surprisingly entertaining.

70

INFOSTRIP

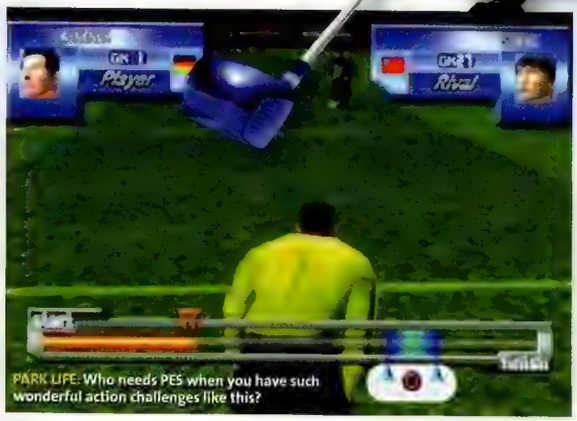
DETAILS

Developer: Cavia
Publisher: 505 Gamestreet
Players: 1
Memory Save:
Widescreen: No
50-60 Hz: Yes
Surround Sound: No

GAMEFAX

Sports | Management | PS2 Exclusive | Sequel

"THE FIRST EVER ROONEY SIM"



PARK LIFE: Who needs PES when you have such wonderful action challenges like this?

SOCCER LIFE 2

Football management meets the life simulator. They eye each other suspiciously and move away slowly.

There have been more football management games in which you look after every aspect of a footballer's life – from training to dating to when you go to bed – than you might think. An early Japanese version of *International Superstar Soccer* had an RPG mode which did much the same, and there was even an ancient Amiga game called *On The Ball* which had the same idea.

Well *Soccer Life 2* follows that path – take a rising football player and turn him into a world star by managing every aspect of his life. Of course there's what you'd expect: the team choice, handling agents, working on weaknesses in his game, but that's only the half of it. As we said it's *every* aspect of his life so that's who he marries, whether to have kids with them, where should he live and so on. It stops short of a 'roasting' option, but the choices are pretty exhaustive.

So you get to mother a big man-baby, coaxing him through the peaks and pitfalls that make up the life of a top footballer, by navigating some complex menus – which are made illegible thanks to a thin white font on day-glo backgrounds.

The main problem with *Soccer Life* is that, for a very slow, fiddly game, there's very little payoff in terms of dynamic action or tangible success. Also the emphasis on the 'individual' in a team game rankles with our democratic vision of football. You're better off playing *LMA Manager*, although worryingly, this is still one of the *better* PS2 footie management games. Blimey. **Dave Harrison**

■ *Soccer Life 2 is out now.*

PSM2 VERDICT

An odd concept presented in a curious manner, and one that will leave you feeling empty and unfulfilled. Worst box art ever as well. Ever.

48

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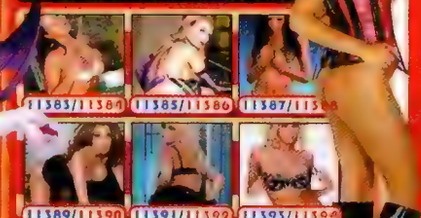

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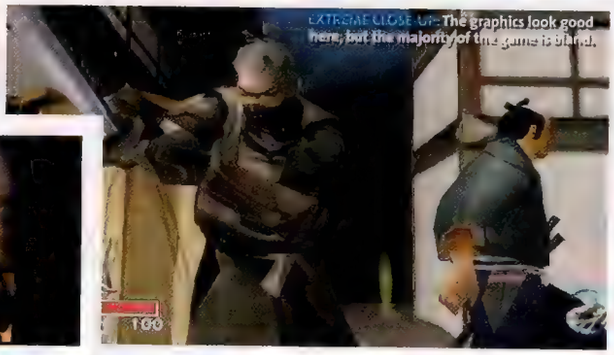
The MON£¥ $HOT

Sneaking up on a guard and dispatching him with a crossed-blade throat cut feels thrilling... the first five times you do it. Then it gets a bit dull.



DAMN YOU CAMERA!

The camera really is a struggle to work with. Spot an enemy and hold L1 to go into stealth mode – and suddenly you can't see where you're going. You'll have to go into first-person view a billion times to keep realigning your path with the guard... by which time he's more than likely turned around and seen you. Sheesh. Utter rubbish.

GROUND HOG: Looking around corners means adjusting the camera manually.

PS2

INFOSTRIP

DETAILS

Developer: From Software
Publisher: Sega
Players: 1-2
Memory Save: 256kb

GAMEFAX

Sequel
Violent
Stupid
Network Play

TRIVBURST

- Create your own levels and play with a mate.
- Find items and weapons on guards' bodies.
- Enemies have four different levels of alert status.

PUBTALK

The smart arse thing to say down the boozer.
"Ninjas could determine the time of day by gauging the dilation of a cat's eyes, as they're sensitive to the sun's movements"

TENCHU

TIME OF THE ASSASSINS

Brainless ninjas and fiddly camera work force a decent game into the shadows.

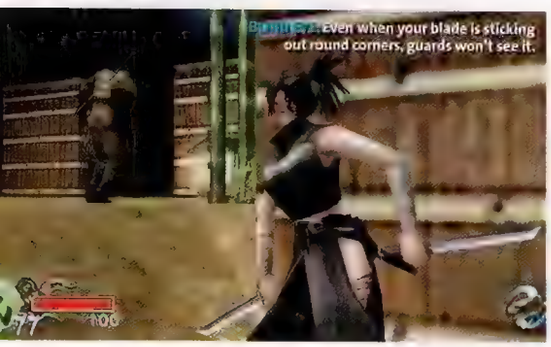
Artificial intelligence, eh? Who'd have it? Not the guards in *Tenchu: Time Of The Assassins*, that's for sure. Picture the scene: you're infiltrating an enemy hideout and spot a guard. You toss a bowl of poisoned rice directly into his path. Now, instead of drawing his sword and running to check the shadows from which it was clearly thrown, he picks it up and devours it. He starts convulsing from the poison, so you step out from the shadows and kill him – and get a big fat 'stealth kill' points bonus, despite actually being as stealthy as an ocean liner.

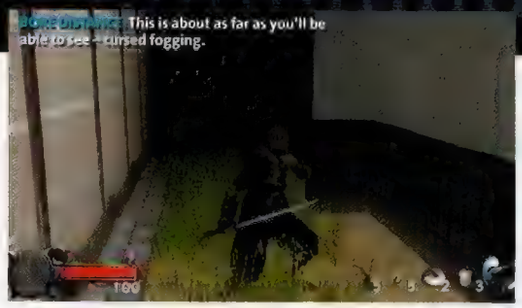
It's this sort of thing that undoes an otherwise welcome PSP ninja outing, because otherwise there's lots of fun to be had from sneaking around and killing people. Missions are usually about five minutes long, making it easy to pick up and play, and there are several characters, each with their own stories – and fans of the series will be pleased to see their Rikimaru and Ayame again.

There are several problems, though. For starters, the graphics are poor, with glitchy scenery, repetitive textures and as many right-angled edges as *Tomb Raider* on PSone. The camera is particularly bad, repeatedly pointing at the ground. You can hold both shoulder buttons to enter 'free look', but as this is constantly necessary and rather uncomfortable, extended play sessions can be painful. And even when the camera does point the right way, the draw distance scuppers your view, with every level featuring darkness or fogging about 25 yards in front of your character. As a result, you have to rely on a number in the bottom-left of the screen to tell you how close the nearest guard is.

Don't worry, though, they're even more short-sighted than you. Several times we walked straight into the sight-line of a guard, freezing in clear view, while he seemed to stare straight at us. After ten seconds, though, he ignored the big ninja-shaped silhouette outlined against the sky and walked away. And thin trees may as well be brick walls – guards won't spot you. It's like when Top Cat used to hide behind lamp posts.

Also, every guard has the same pattern of behaviour when you approach him – even if you've died and restarted – which means that although you can tackle different routes through the level, trial and error can be far more effective than trying to be stealthy. When you can run into open space because you know *without even looking* that the brainless guard's not watching at that time, a lot of the challenge is lost.



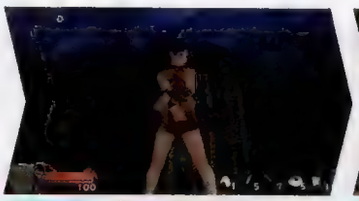


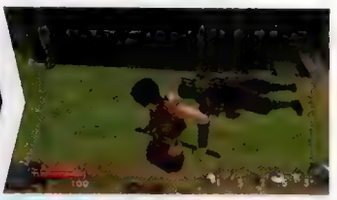
KILLING ME SOFTLY

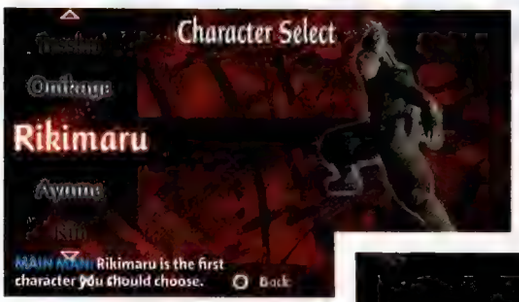
There's a lot of killing in *Tenchu*. Some enemies plant a device on your head that drills into your brain (complete with X-ray cutaway), while others just hit you lots with a sword. But the first time you execute a stealth kill, you'll be impressed by the stylish animation, which features a spin and zoom-in from the camera – for once not looking at the ground – a gush of scarlet and then a crowd-pleasing flourish with the blades. There are extra points awarded for making quick kills without being detected, although you'll get deductions after the level ends for every time you were seen and every civilian you slaughtered, which is a shame. But it's their fault for looking at you funny, right?

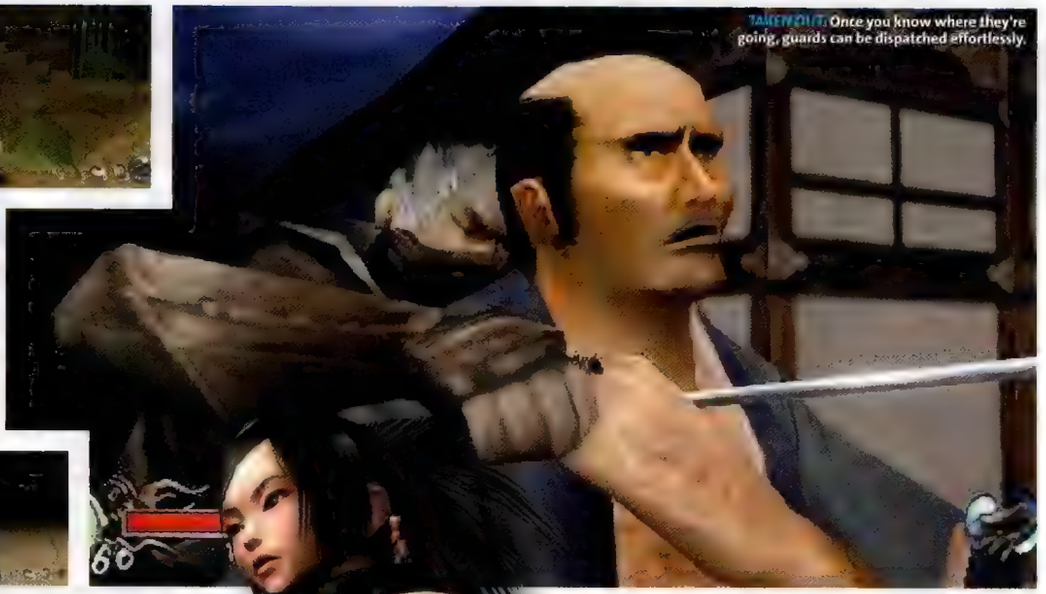
JUMP HIM: Like a coward, always attack when the victim's back is turned. Get your sword ready...

CUT HIM: There goes your blade into the hapless foe's neck. A short struggle later and he's down.


MOURN HIM: Looking pretty sheepish, you survey the scene for dropped items.

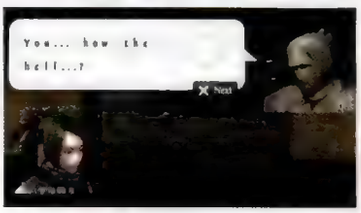

LEAVE HIM: Then it's time to disappear into the night. How's your conscience? Fine? Thought so.

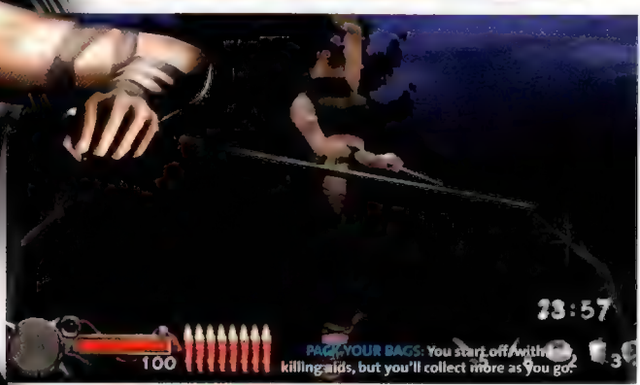



TAKEN OUT: Once you know where they're going, guards can be dispatched effortlessly.

REWARD ME

However, stealthy play does have its rewards. While swordfighting will get you through a level with a 'thug' rating, undetected play results in 'grand master' status, which opens up new items for you to use in your quest. It's all interesting enough to keep you playing and trying these new items is fun, especially when they provide new ways to tackle





"GUARDS IGNORE THE NINJA-SHAPED SHADOWS AGAINST THE SKY"

levels. The best, however, is the grappling hook, which lets you effortlessly scale buildings. Available right from the start, it offers a real feeling of freedom.

The Story mode catalogues the usual life of a ninja, with curses, potions and moments of bloody massacre never far away. It's pretty well done and the cut-scenes are OK, although when the plot results in a game-friendly mission objective of 'don't let anyone see you', it seems a little contrived. But any game which *subtitles* an evil laugh and writes "Mwa ha ha ha!' is OK by us.

Then there's the Level Designer mode. This allows you to place scenery found in the main game and populate it with guards, items and objectives. You can then use the results as a co-op or versus map online, or get your mates to download your fiendish creations.

In the end, the game is a bit like a bowl of rice. It doesn't look that appetising, but there's plenty of it and it tastes OK... even though you could be eating fillet steak for the same price. So not really *that* much like the rice, then. Sorry. **Justin Towell**

■ Tenchu *is out now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Good character movement reveals rewarding complexities. – The AI is dreadful.	+ Good character models, some nice effects. – Fogging and blockiness – looks like a PSone game.	+ Good Eastern feel and decent effects. – The oriental music soon grates on the nerves.

LIFESPAN

There's a lot of game here – and with the level creator, you could be at it for months, if your interest holds.

MINUTES — YEARS

IT'S BETTER THAN...
METAL GEAR ACID

IT'S WORSE THAN...
SYPHON FILTER: DARK MIRROR

Sneaky ninja fun scuppered by duff visuals and stupid artificial 'intelligence'. But *Time Of The Assassins* can still be rewarding if you can tolerate its many eccentricities.

66

PSM2 BRONZE AWARD

The MONEY SHOT
Here's 'Shot Clock' in action. That timer at the top of the screen means he's got just 10.8 seconds remaining to have a crack. Should be OK, then.

PS2

INFOSTRIP

WORLD TOUR SOCCER 2

We know what you're thinking – "Poor man's *Pro Evo*." But hear us out – we reckon you'll like this...

DETAILS
Developer: Sony
Publisher: Sony
Players: 1-4
Memory Save: 288KB

GAMEFAX
Sequel · Sports · Easy · Network Play

TRIVBURST
- 71 international sides but, alas, no club ones.
- 11 modes in total, split between regular matches and challenges.
- No licenses, but the kits all look smart anyway.

PUBTALK
The smart arse thing to say down the boozer.
"Crystal Palace are the only league side without a vowel in the first five letters of their name. Fascinating, eh?"

The original *World Tour Soccer* sold bucketloads by virtue of being packaged with PSP, but how many of your mates admitted to playing it over *Pro Evo* or *FIFA*? We're betting none. Which is harsh, because while PSP *PES* was as disappointing as supporting Birmingham City or hearing Anastacia's duck-voice dirty up the airwaves, Sony's crack at handheld footie was better than OK. The highlight was challenge mode where, rather than just beat opposition sides, you had to do so while scoring points for successful passes, tackles, and shots. Fouls and goals conceded meant you lost points. It was idiot-simple, yet worked brilliantly.

Building on that success, *World Tour Soccer 2* is all about these types of match. Forget playing through the World Cup or Premiership – the main choices here are Medal Mode and World Tour. The former is basically the first game's challenge mode with extra bells and whistles. In 'All Rounder' matches, every one of your players must touch the ball before you can score, while 'Shot Clock' takes its inspiration from basketball. After gaining possession, you have fifteen seconds to get your shot away before the opposition receives a free kick. It's as enjoyably frantic as it sounds. World Tour, meanwhile, sees you travelling the globe (who'd have guessed?) beginning in Africa and gradually unlocking other continents by completing yet more specific challenges. However, the match types here are the same as those in Medal Mode, just thrown at you in a different order – meaning that after a while it all gets a bit repetitive. It's a small flaw, but one that does detract a little from the game's longevity.

"IN 'ALL-ROUNDER' MATCHES, EVERY ONE OF YOUR PLAYERS MUST TOUCH THE BALL BEFORE SCORING"

SAME AGAIN
However, the on-pitch action itself feels almost exactly the same as the first game. It's not so retina-burningly fast, which is good news, but heading remains unnecessarily difficult and the D-pad has a mind of its own. (Fortunately, the nub does a fine job of controlling your players.) On the other foot, shooting deserves particular praise – you always feel like the ball goes where you want it to, and Konami and EA would both be well served to take note.

Like the original, this isn't a game you'll pick up and play if you're looking for a perfect handheld rendition of pass the pig's bladder, but it's a decent serving of arcade footy. It reminds us of Man City's Richard Dunne – awkward looking at times, but nonetheless capable of handling itself against more skilful opponents and excellent when played to its strengths. **Ben Wilson**

■ *World Tour Soccer 2 is out now.*

DO WE NOT LIKE THIS

Last year's edition required a Herculean effort to unlock all the available club teams, but we were still pleased to see them included. This year, however, the developers have done away with them altogether. Meaning you can play Bahrain versus Iran a thousand times over, but will have to look elsewhere for a spot of Man U vs Chelski action. As foolish an idea as appointing Steve McClaren as the new England boss? Yes, of course it is.

CLUBBING BAN: **Given the wealth of international sides on offer, who really wants to play as Bahrain? The lack of club teams is massively galling.**

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Instantly playable. Its speed mean matches fly by. – Don't expect much Stevie G-style intricate passing.	+ Famous players are recognisable. – The ball is hard to see on the other side of the pitch.	+ Excited Peter Drury yelps and a funky soundtrack. – Crowd 'atmosphere' is permanently subdued.

LIFESPAN
While fun, those challenges do get a little samey after a while. You'll still come back to it, just not very often.
MINUTES — YEARS

IT'S BETTER THAN...
WORLD TOUR SOCCER

IT'S WORSE THAN...
2006 FIFA WORLD CUP

It's not as good as PSP league-topper *World Cup 2006*, but the fact that this offers an alternative way of playing the beautiful game does at least make it unique. Worth a kickabout.

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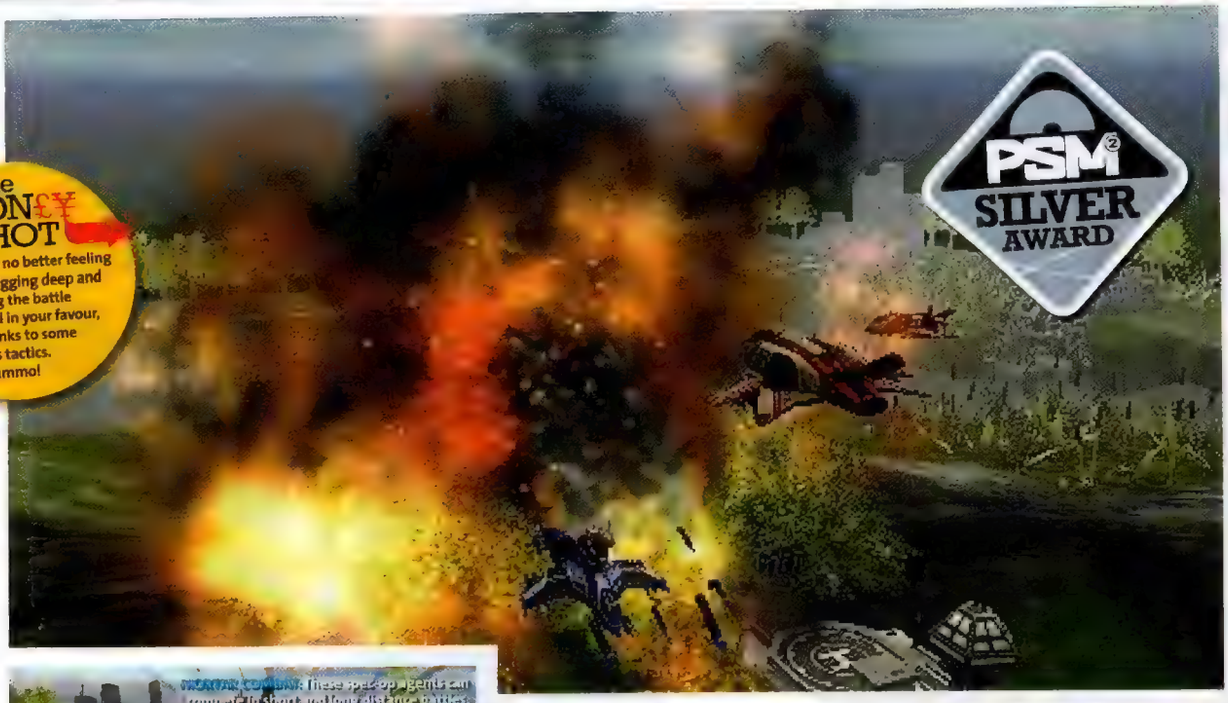
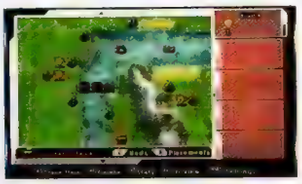


The MON£Y $HOT
There's no better feeling than digging deep and turning the battle around in your favour, all thanks to some genius tactics. Ka-blammo!

PSM2 SILVER AWARD

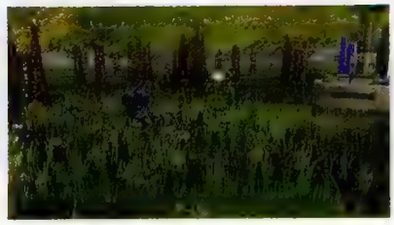
MAPPED FOR DEATH

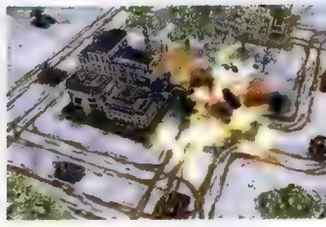
The easy to use mission creator allows you to piece together your own battleground in a matter of minutes. Not only can you decide on enemy units, bases and the like, but you can also hook up to the interweb and share your virtual death pit with like-minded generals.



FIELD OF SCREAMS: Use the grid to to place your buildings and units, then off you go.

MORTAR COMBAT: These spec-op agents can compete in short and long distance battles.





PS2

INFOSTRIP

DETAILS
Developer: Sony Online
Publisher: Ubisoft
Players: 1-2
Memory Save: 256KB

GAMEFAX
Strategy | War | Network | Hard

TRIVBURST
- 30 battlefield missions.
- 36 different types of vehicles including submarines and tanks.
- Create your own missions and then share them online

PUBTALK
The smart arse thing to say down the boozer.
"One of the Carthaginian's attacks against the Romans took place over the Alps on the backs of elephants. On skis. Seriously."

FIELD COMMANDER

Grab your helmet, tactics board and a pointy stick (for pointing with) because it's time to enter the fray in PSP's first war-based strategy game.

It's 4am. We've spent the last six hours going "One more game and then it's time for sleep. *Definitely.*" It wasn't to be. What turned into a marathon session of tactical skill with Ubisoft's *Field Commander* started off as something to do in-between the ad breaks in Big Brother. But soon we found we couldn't stop at one, we had to push on and strategically crush the opposition with our superior war brains – like a miffed-off Winston Churchill.

"CRUSH OPPOSITION LIKE A MIFFED-OFF WINSTON CHURCHILL"

Although fairly basic looking, *Field Commander* is devilishly addictive. This turn-based strategy game plays out like a digital game of chess, but instead of pawns and kings there are snipers and planes. It reminds us of *Command & Conquer* as you amass a mighty army to steamroll the enemy as if they were evil tarmac. It feels great too. The 3D landscapes – while looking fairly grainy – fit perfectly onto PSP's screen and each map is small enough to mean you're never a few clicks away from your troops.

WAR GAMES

Thankfully, for a turn-based war game, *Field Commander* never really slows down. Seaports, factories and airports can be captured with your footsoldiers and then you can crack on with building tank-busting planes, battleships or mobile rocket-launchers – providing you've got the cash. It's the subtle touches of genius that add depth here. Station your mortar-firing spec-op in a city and he'll climb the tallest skyscraper and rain down shells from his vantage point – thus causing more damage to the enemy. You can even enter stealth mode with snipers so as not to be spotted by the enemy. Nice.

Although it's fairly repetitive to begin with, *Field Commander* rewards your merciless killing with extravagant weaponry like nuke missiles and invisible tanks (don't worry *you* will be able to see them). Plus you really get a sense of achievement as your gang of upstarts turn the tables on an overwhelming opponent. If you've ever wanted to emulate Stormin' Norman Schwarzkopf – and let's be honest, who hasn't? – and use your tactical brain to guide your army to victory, then *Field Commander* is the game for you. Just remember to get some sleep too.

Nathan Irvine

■ *Out on June 30th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Strategy gaming that's highly addictive – It can be repetitive when you start out	+ The vehicle and character designs look good... – ... but the presentation is fairly basic.	+ Battleground explosions and gunfire are nice. – The accompanying score doesn't sound dramatic.

LIFESPAN
There are 30 core missions and with the option to create your own battlefields, this'll sate your war hunger.
MINUTES — YEARS

IT'S BETTER THAN...
LORD OF THE RINGS TACTICS

IT'S WORSE THAN...
METAL GEAR ACID 2

It sounds clichéd, but this is easy to pick up and *seriously* hard to put down. There's always plenty going on and you'll be hooked for hours on end. Excellent warmongering action.

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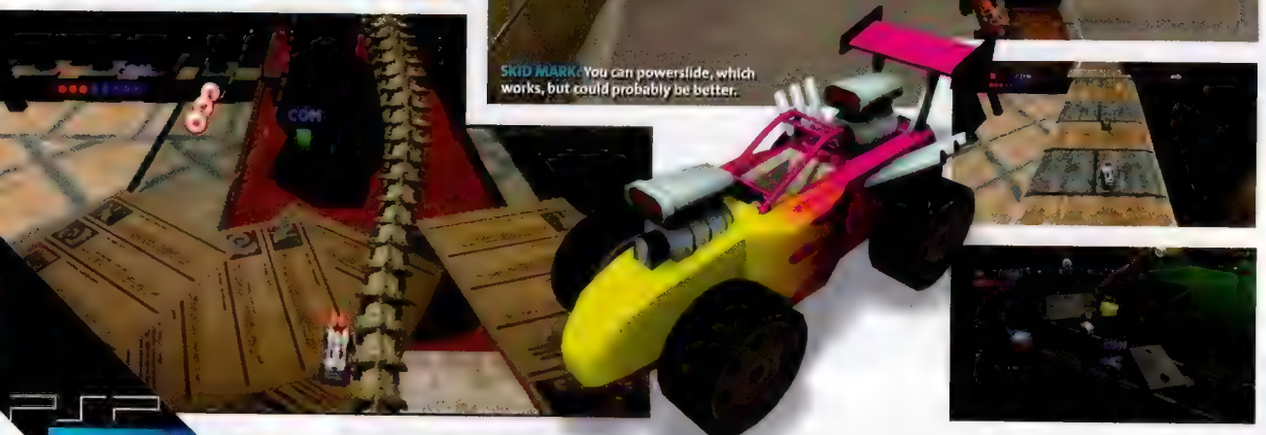
OLD NEWS: The museum tracks are full of edges to fall from. Drive carefully.

SKID MARK: You can powerslide, which works, but could probably be better.



THE CAR'S THE STAR

There are over 750 vehicles in *Micro Machines V4*. These range from heavy-duty muscle cars to hotrods to speedboats to hummers. If you know someone with the PS2 version you can link your PSP up via a USB cable and trade car data. It's sort of like Pokémon, only with motors instead of monsters.

MOTOR MADNESS: A mere 0.8% of the cars available to you in *Micro Machines*.

INFOSTRIP

DETAILS

Developer: Supersonic
Publisher: Codemasters
Players: 1-4
Memory Save: 436kb

GAMEFAX

Driving · Sequel · Hard · Network Play

TRIVBURST

- Over 20 vehicle types and 750 individual cars.
- Attach weapons to your car, including a giant hammer.
- Wi-Fi multi-player for up to four people.

PUBTALK

The smart arse thing to say down the boozer.
"There have been seven *Micro Machines* games. The first one came out in 1991 for the NES, Amiga and, er, Philips CD-i."

MICRO MACHINES V4

The miniature cars become even more miniature on PSP, but sadly rather less fun at the same time.

When *Mashed* came out on PS2 everyone said "Woah! It's better than *Micro Machines!*" which may explain why Codemasters have hired that game's developers to make this sequel. But, mysteriously, it's nowhere near as good as *Mashed*. Maybe Supersonic Software have all their best people working on *Mashed 2*. *V4* isn't bad, particularly, but it feels a bit, well, dated.

Back in the early '90s the concept was genius – driving pea-sized motors around familiar home environments had us shivering with glee as youngsters – but it no longer has the same thrill. It's like East 17 doing a comeback tour; they used to be pop superstars, but now they're a group of porky thirty-somethings awkwardly shuffling to songs with little or no relevance.

There are three main modes; checkpoint, battle and race. Checkpoint sees you racing between markers before the time runs out. The thing about checkpoint mode is, it's bafflingly difficult. Even on the easiest setting you'll struggle to get through each checkpoint in the time it gives you. Battle mode is a lot more fun. Skid over a spinning icon and a weapon is lashed to the front of your car. These vary from machine-guns to a giant hammer and your goal is to slow down your opponent and get to the end of the screen ahead of them. Do this enough times and a meter fills up with green dots, winning you the match when it's full. Then there are basic races against four or five other cars, but we don't really need to explain them, do we?

"WI-FI MULTI-PLAYER IS FUN, BUT PLAY ON YOUR OWN AND YOU'LL SOON SLIP INTO A SLUMBER"

ALONE RANGER

But don't play it on your own – it does nothing very interesting and, as is the case with most PSP games, the analogue stick makes control a chore. The Wi-Fi multi-player game is where it's at, offering excellent head-to-head racing fun – but if you like the sound of that, you're better off playing on PS2, with you and your mates gathered round a big telly. Go through tournament mode on PSP's tiny screen on your lonesome and you'll soon feel yourself slipping into a slumber. **Andy Kelly**

■ *Micro Machines is out on June 30th.*

The MON£Y $HOT
The supermarket till level is one of the most fun and things get hard when frozen peas spill onto the course. Nudge your opponents into them if you can.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simple arcade racing that's fun in Wi-Fi mode. – Far too difficult and fidgety to play on your own.	+ There's some clever track design here and there. – It's all a bit flat and characterless.	+ Er... there's a none-too-great menu theme. – No mid-race music to speak of.

LIFESPAN
If have a buddy to play over Wi-Fi it might last a while, but as a single-player experience it's shorter than Mini Me.
MINUTES — YEARS

IT'S BETTER THAN...
GRIPSHIFT

IT'S WORSE THAN...
RIDGE RACER

Not the spectacular series revival we were expecting. Not that many people really care about *Micro Machines* any more and this tired sequel isn't doing it any favours.

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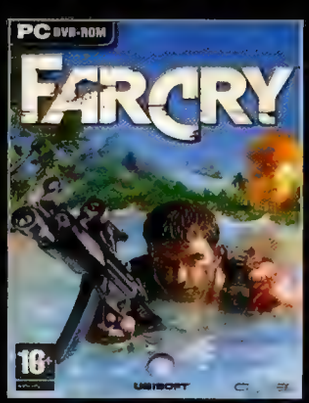
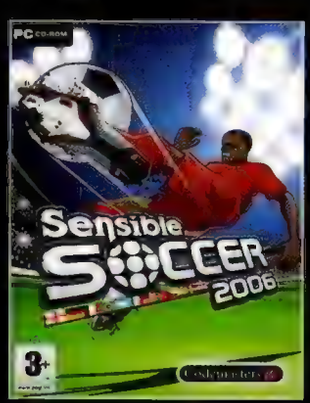
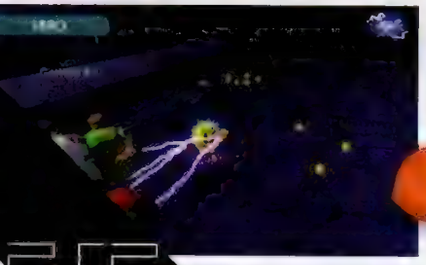




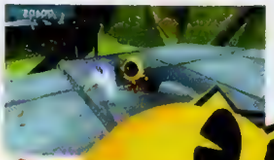
powered by METABOLi

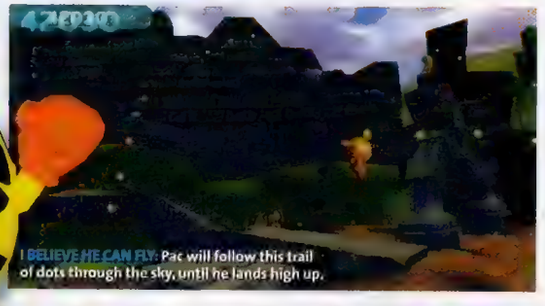
PAC IT IN: There's an updated pseudo-3D minigame of the original *Pac-Man*.

BUM AND BUMMER: Trap the monsters in your arse laser and crush them to death.



The MON£¥ $HOT
Look – it's Pac-Man dressed as a robot. It's like a dot-based version of *Armored Core*. Except about six billion times better. *Armored Core* is rubbish.

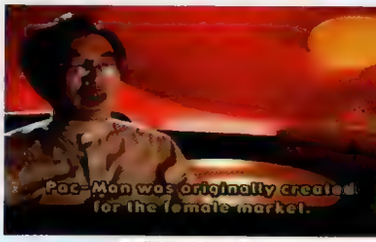



I BELIEVE HE CAN FLY: Pac will follow this trail of dots through the sky, until he lands high up.

MUSEUM PIECES

Play for long enough, and you'll unlock the Pac-Man museum. As museums go, this ranks somewhere behind the Morpeth Bagpipe Museum. Play the original *Pac-Man*. Woo! See an interview with the creator of *Pac-Man*. Wow! Read a textual summary of every *Pac-Man* game ever. Jings! It's just *too* exciting.

PAC TO BASICS: Look, it's the original *Pac-Man*. No, we didn't care much either.



WOMAN'S OWN: Really? The female market, you say? That's very...<snore>

PS2

INFOSTRIP

DETAILS
Developer: Namco
Publisher: EA
Players: 1-2
Memory Save: 87kb

GAMEFAX
Sequel · Platformer · Easy · For Kids

TRIVBURST
- It's another Pac-based platformer.
- Includes some Wi-Fi two-player minigames.
- Take a trip to the Pac-Man museum.
- Dress as a robot.

PUBTALK
The smart arse thing to say down the boozer.
"The first to get a *Pac-Man* maximum of 3,333,360 points was Billy Mitchell in 1999. What an episode of EastEnders that was."

PAC-MAN WORLD 3

Pac's back! Oh, come on, people, show some interest. *Pac-Man*, woo! No? Sigh. Sorry, Pac-Man, we tried.

It's nice to be surprised. It's even nicer when a game that you'd never expect to be surprised by does exactly that. So when Pac-Man jumps into a robot suit and starts blasting his enemies into shreds with a massive gun, well, you can only be a bit startled. It's just a shame that the surprises don't extend to *Pac-Man World 3* being more than just sort of OK. *PMW3* delights in under-delivering throughout.

Yes, like *Kao Challengers* (PSM2#70, 69%), *Pac-Man World 3* is another one of those games that's quite pleasant but – robot suit aside – fundamentally unmemorable. Leap around on platforms, eat dots, jump on monsters' heads. Pretty much what you'd expect for the most part, then, although it can be quite varied. Pac can *fly* for a start, by jumping on launch pads and following a stream of dots through the sky – but don't get too excited, because you don't actually get to control him while he's doing this. It looks nice, though.

Then there are weapons. Pac can also, after collecting the requisite pick-up, fire lasers from his fingertips or one from his arse (no, really) and then run around the baddies to encircle them – at which point, the beam contracts and kills them.

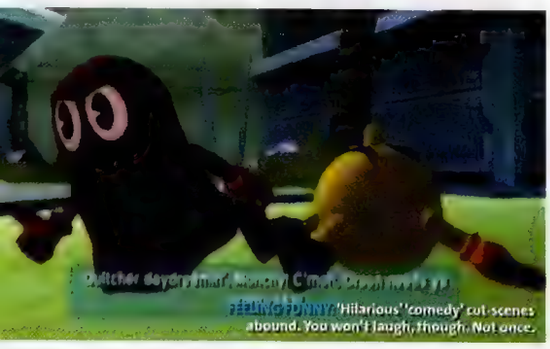
"AFTER COLLECTING SOME PICK-UPS, PAC-MAN CAN FIRE LASERS FROM HIS FINGERS – OR HIS ARSE"

BORED GAME

But it's all a little underwhelming. The environments don't help, being beyond drab sometimes – the levels set in lush green fields are nice enough, but there are stages set in depressing rocky caverns, quasi-futuristic underground lairs and, worst of all, a sewer. A *sewer*. And that's the *first* level. What an introduction, eh?

But other than that, *Pac-Man World 3* doesn't do anything particularly *wrong* – the controls are sharp and responsive, the camera is usually positioned sensibly and if it's not, you can flick it about with L1 and R1 and there are lots of different attacking moves, including the 'rev yourself up by running on the spot and then charging' move – but as we keep saying, none of it's at all memorable. Yes, it's quite a good game, but – given that you could be playing the thoroughly excellent *Daxter* or the much better *MegaMan Powered Up* instead – is *quite* good really enough? **David Cook**

■ *Pac-Man World 3 is out now.*


FEELING FUNNY: 'Hilarious' 'comedy' cut-scenes abound. You won't laugh, though. Not once.

SOFT DRINK: This is a very purple level. Best not fall in the Ribena river, Pac-Man.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Perfectly satisfactory stuff. – But it never offers much of a thrill. Totally without excitement.	+ Packers himself is loaded with personality. – Sewer levels in *Pac-Man*? Aaaaargh.	+ Jaunty theme music that's just about tolerable. – None of the audio stands out in any way.

LIFESPAN
Loads of unlockables, including the original *Pac-Man*, should you be inclined to play it. Which we weren't. Well, not for very long.
MINUTES — YEARS

IT'S BETTER THAN...
FRONTIX

IT'S WORSE THAN...
MEDIEVIL RESURRECTION

Kids might get something out of *Pac-Man World 3*, but anyone else will probably tire of it fairly quickly. It's not *bad* as such, but it's got about as much impact of a mallet made of feathers.

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MOAN TONES (real)

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YOU LIKE THAT A** BABY?	258150
OH YEAH F*** THAT P***Y	258151
DON'T STOP!!	258154
OH F*** ME!!	258155
F*** ME, MAKE ME CLIMAX!!	258157
GET YOUR F***ING C*** IN MY P***Y	258158
OH F***!! YEAH!!	258160
SUCK THAT LITTLE P***Y	258161
OH MY GOD, SOOO GOOD!	258162

TALKING TONES (real)

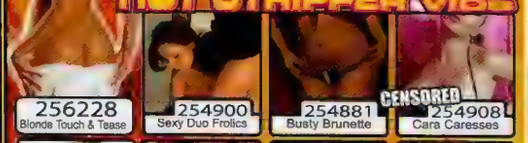
BASIL FAWLTY	258396
CHAV	258402
DASTARDLY AND MUTLEY	258407
KENNETH WILLIAMS	258424
BILL & TED	257298
GOLLUM	257305
SPEEDY GONZALES	257372
TUBS & EDWARD - LEAGUE OF GENTLEMEN	258465
VICKY POLLARD - LITTLE BRITAIN	258468
YOUR DEALER ALERT	257195
A**HOLE ALERT	257178
WORMS INCOMING	257177

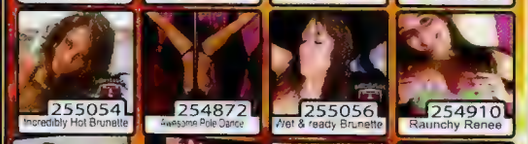
REAL SOUNDS (real)

ROBO COP - 20 SECONDS TO COMPLY	258014
CLINT - DO YOU FEEL LUCKY PUNK?	258015
TOILET FLUSH	258060
POLICE SIREN	258065
MONKEY GOING NUTS	258080
BOMB FLYING THEN EXPLODING	258091
HOUSTON WE HAVE A PROBLEM	258109
DONALD DUCK GETTING A BJ (HILARIOUS)	258056
THE GREATEST FEMALE ORGASM EVER!!	258031
PULP FICTION - PATH OF THE RIGHTEOUS MAN	258051
DUKES OF HAZZARD - GENERAL LEE	258135
CATCHPHRASE BUZZER	257175
DR EVIL - THROW ME A BONE	258024
POLICE - COME OUT WITH YOUR HANDS UP	258118

CELEBRITY HOME VIDS

HOT STRIPPER VIDS





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Ultimate F*** Up VIDEOS

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255071 Dumb A** Mayhem
255064 Hilarious Balls up
254987 Totally Dumb Antics
254802 Fire Cracker Idiot
259837 Biker Head Smash

SHOCKER VIDS!

VIDS THAT'LL SHOCK YOUR MATES!

254128 Watch Out!
254339 Make Ya Jump
254868 Series Of Shocks
254869 Don't Poke The Leopard
254983 Crazy Panda Attack
254330 Asleep then Awake

SUPERSIZE VIDS

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254580 South Park ABCDEFG
254583 Fast & The Furious ABDEFG
254643 Kama Sexplosion ABCDEFG
256804 Public Sex Kama ABDEFG
254642 World Soccer ABCDEFGI

ADULT GIRL VIDS

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OVER 18+ VIDEO 254894 Bendy 69
OVER 18+ VIDEO 254895 Spit Roast
CENSORED 254830 Sit On It Baby!
CENSORED
259350 Horny Little Screamer
OVER 18+ VIDEO 256419 Big Toy, Small Hole
OVER 18+ VIDEO 254896 Gang Bang
OVER 18+ VIDEO 254897 1 Girl 4 Guys
OVER 18+ VIDEO 254899 Double Action
OVER 18+ VIDEO 256384 From Behind
OVER 18+ VIDEO 254892 D*** Machine
CENSORED 254834 Total Cream
OVER 18+ VIDEO 254838 Mistress Gets It
OVER 18+ VIDEO 254898 All Holes Plugged
OVER 18+ VIDEO 254841 Two At A Time
OVER 18+ VIDEO 259611 Horny Duo
OVER 18+ VIDEO 254884 69 With A Twist
OVER 18+ VIDEO 254842 Showered In It
OVER 18+ VIDEO 254843 Double Entry
OVER 18+ VIDEO 254844 S**** Fest
OVER 18+ VIDEO 254827 Gear In The Rear
OVER 18+ VIDEO 254835 Frantic Toy Action
OVER 18+ VIDEO 254899 DP & BJ
OVER 18+ VIDEO 259615 Roads Je Action
OVER 18+ VIDEO 254833 From Both Ends
CENSORED 254865 Bang Like A Rhino
CENSORED 254831 Get It Down Ya!

PUB VIDS your mates will love 'em

OVER 18+ VIDEO 255070 D I Y BJ
OVER 18+ VIDEO 254853 Xmas Pump Action
254887 Just Moan, Just Gobble
CENSORED 254886 Champagne Shooter
OVER 18+ VIDEO 254884 Proper 69
CENSORED 254890 BJ On Ski Lift
OVER 18+ VIDEO 254851 Release Like A Hydrant
CENSORED 254883 Cum Blunder
254849 Head F***ed
OVER 18+ VIDEO 254850 Hole In One!
OVER 18+ VIDEO 254863 Giant Muff Dive
CENSORED 254891 F**** Farter

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"ISN'T UNDERWORLD THE KNICKER FACTORY IN CORONATION STREET?"

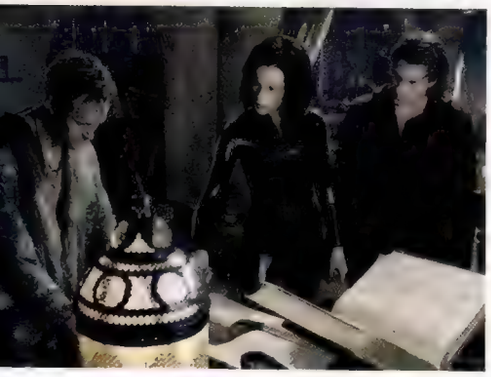
UNDERWORLD EVOLUTION

Kate Beckinsale's back in the PVC for another round of vamps versus wolves...

The first Underworld, despite being a ham-fisted mish-mash of wannabe-Buffy mythology and Matrix-y visuals, became a sleeper sensation. Now, three years on, we're treated to a sequel with more of the same while prying into the history of the struggle between vampires and werewolves.

While the original scratched at the surface of an ancient clash between the two sides, this one digs deep, exploring exactly how it is that the factions of the fang club came to be the (im)mortal enemies they are when we first meet Selene (Beckinsale) and Michael (Speedman). But as well as getting the back story straight, Evolution also continues the tale of the slinky vamp warrior and her half-Lycan/half-vampire lover. All of this baggage occasionally short-circuits the already pretty flimsy plot, but this prequel/sequel blend still manages to come off a little better than the original. Director Len Wiseman has more cash in his budget and it shows – while decent effects were a saving grace the last time around, Evolution takes it all to the natural next step.

"BECKINSALE MAY LOOK GOOD IN THAT CATSUIT, BUT HER ACTING JUST MAKES YOU LAUGH"



FANGS A LOT

Problem is, while much of the movie shows improvement, most of the important acting performances still have a faint whiff of cheese about them. Admittedly it's tough to craft a truly great acting job when the plot is focused on how many bullets get fired in its action scenes and the numerous instances of clawed beasts in combat. And the cod-Shakespeare style that the script adopts whenever anyone is delivering an IMPORTANT MONOLOGUE doesn't help, either – you often get the feeling that the likes of Bill Nighy and Steve Mackintosh are really just gritting their teeth and thinking of the pay cheque. As for Beckinsale, she might have the ability to look good in that rubber catsuit, but her dramatic acting will make you laugh more than evoke sympathy for her lot in life. All that said, Evolution will appeal to all those who loved the first film, so they'll enjoy this. The rest of us won't. Well, not much.

STARRING
- Kate Beckinsale
- Scott Speedman
- Tony Curran
- Shane Brolly
- Derek Jacobi
- Bill Nighy
- Steven Mackintosh

DIRECTOR
- Len Wiseman

CERTIFICATE
- 18

PRICE
- £19.99

RELEASE
- Out Now

PSM² VERDICT

MOVIE	GOOD+BAD	DVD
+ Gothic production design – Terrible acting from start to finish.	+ There are some awesome stunts. – Not exactly an amazing slice of originality.	+ There are loads of extras to watch. – But they're all pretty routine

EXTRAS

There's material aplenty here, from commentaries to a documentary about every aspect of production, with special emphasis on stunts and effects. Nothing really unusual, though.

IT'S BETTER THAN...
AEON FLUX

IT'S WORSE THAN...
BUFFY

While just about watchable, this vampires-on-werewolves rumble is far from a must-watch. Still, that really is a nice catsuit, Kate.

58

"WE DAREN'T MAKE A FLIPPANT GAG... THIS IS TOO SERIOUS FOR THAT"

MUNICH

It's an assassination vacation as Steven Spielberg tackles true-life terror. Not the most cheery flick...

STARRING
- Eric Bana
- Daniel Craig
- Ciaran Hinds
- Mathieu Kassovitz
- Hanns Zischler
- Ayelet Zorer
- Geoffrey Rush
- Michael Lonsdale

DIRECTOR
- Steven Spielberg

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

Steven Spielberg last tackled tragic history with Schindler's List, and this much-anticipated follow-up was expected to be a big Oscar winner. It didn't score with the Academy, but it's still a taut, gritty and brutally efficient thriller that makes almost no judgement about the people involved.

Munich tracks the events following the 1972 Olympic Games in the titular city. After Palestinian terrorists murder 11 Israeli athletes, secret service Bureau Mossad dispatches a team to take out the people responsible for the terrorist attack. Spielberg uses this jumping-off point to follow the team, played by the likes of Daniel Craig and Eric Bana, as they deal with their own feelings about the mission at hand.

DARK DAYS

With a solid cast and his usual group of collaborators (including composer John Williams), Spielberg pours his heart and soul into making Munich more than just your average thriller. But at the same time, it never feels preachy or overloaded with sentiment. Bana and Craig find just the right levels for their characters, making them feel painfully human even as they carry out brutal killings. All the way through, we're constantly challenged to form our own opinions, while at the same time the plot unfolds with clockwork precision. It's not always easy to watch, but it's definitely worth the time and effort.

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Incredible performances from most of the cast. – Too tought a subject matter for some.	+ A beautifully-crafted piece of work. – Some may feel it should be more judgemental.	+ An introduction by Steven Spielberg – And that's it. What a disappointment.

EXTRAS

The film itself is stripped-down, but did the disc really need to be as well? As usual, there's no Spielbeard commentary, but there's also nothing else. Disappointing.

IT'S BETTER THAN...
SAVING PRIVATE RYAN

IT'S WORSE THAN...
SCHINDLER'S LIST

A difficult film to watch, but one absolutely worthy of your time. Great stuff from the beardy one, with terrific performances from a terrific cast.

79

KINGDOM OF HEAVEN: DIRECTOR'S CUT

STARRING
- Orlando Bloom
- Liam Neeson

DIRECTOR
- Ridley Scott

CERTIFICATE
- 12

PRICE
- £29.99

RELEASE
- Out Now

If you enjoyed Kingdom Of Heaven, but felt that something was lacking, Ridley Scott was feeling your pain. This is the director's extended cut, featuring a hefty chunk of new footage edited right back into the movie. And Scott has gone to town with the extras, too. No less than three commentaries adorn this new release, with contributors including Scott, his editor, star Orlando Bloom and writer William Monaghan. And as for documentaries and featurettes? You'd better clear a weekend to get through all the goodness: an embarrassment of riches from Making Of material to on-set diaries and promotional work. If you ever wanted to know anything about Scott's work on Kingdom, it's all here. A huge improvement over the normal version – and the film itself's pretty good too.

72

CHICKEN LITTLE

STARRING
- Zach Braff
- Joan Cusack

DIRECTOR
- Mark Dindal

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

Disney's first attempt at matching up to the pixel prowess of Pixar didn't quite lay an egg on release, but it didn't set the world on fire either. Taking its tale from the kid's story about a chicken who believes the world is ending when an acorn falls on his head, this new Mouse Houser throws in an alien invasion subplot and more pop culture references than your average Shrek film. Great voice work by the likes of Zach Braff, Joan Cusack and Steve Zahn shines, but there's not a lot else to make this essential viewing unless you're ten or under. Whereas the likes of The Incredibles and Finding Nemo appeal to everyone, this is quite definitely for kids only. And even then, it's not exactly the tastiest of chickens.

49

Films from another space and time

ANIMANIA

GILGAMESH: ALL FALL DOWN

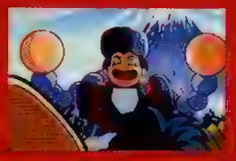
This volume of Gilgamesh is the turning point of the series, where the past has caught up with everyone and the saga ends. This modern, dark sci-fi series is incredibly stylish, but the complex narrative could put some people off, especially if you're dipping in at this late stage. If you're a fan of pensive, moody anime then this'll be your bag, otherwise it's all a bit grim.

66

MYSTICAL NINJA COLLECTION

If you had a SNES or an N64 you may remember Goemon, the blue-haired hero of feudal Japan and his best mate, the mincing, dumpling-obsessed Ebisumaru. The spin-off TV series aired in 1997 but this is the first time they've all been released together in one DVD collection. The series was aimed at kids, but there's some dark humour in there for adults too.

83



THE UGLY YET BEAUTIFUL WORLD

A new anime as mysterious as it is intriguing. Don't expect easy answers with this one, it's a weighty, mature and profound story. Don't be fooled by the dynamic colours and quiet sentimental tone this anime starts with, something far more unsettling lies underneath its skin. It is, however, very downbeat and, if we're honest, a little confusing and impenetrable at times.

72

ALSO RELEASED

DERAILED

Out Now Cert 15 Price £17.99

Jennifer Aniston meets Clive Owen on a train and before you know it, they're making the sexy. Blackmail ensues. The only thing derailed by the end is the plot.

51

THE HILLS HAVE EYES

Released 26 June Cert 18 Price £19.99

An uncut version of Alexandre Aja's remake of Wes Craven's horror. Genetic mutants stalk a family in a desert wasteland. Nasty, but great for gore-hounds.

52

THE FOG

Released 26 June Cert 15 Price £15.99

This bland-as-you-like remake gets everything wrong. The acting's atrocious, the plot pointless and the scares are never scary. Leave it lost in the fog.

22

BIG MOMMA'S HOUSE 2

Released 29 May Cert 12 Price £19.99

Martin Lawrence gets back into the fat suit. Big Momma is investigating a woman for murder. The only thing murdered here is any chance of a decent gag.

25

COMING SOON

ALIEN AUTOPSY
Released July 3rd
Price £15.99

LUCKY NUMBER SLEVIN
Released July 10th
Price £19.99

THE PINK PANTHER
Released July 17th, £19.99

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Greetings from... San Esp

Just Cause is bigger than all four *GTA*s combined – PSM2 dives in to deliver the first hands-on verdict.

SPEED FREAKS: There are dozens of off-road vehicles for rough terrain.

THIN BLUE LINE: The police won't hesitate to shoot troublemakers.

Five minutes into *Just Cause* and we're freefalling through a thick nebula of fluffy clouds. This is the opening level and we've been, quite literally, thrown in at the deep end. As we drift closer to the land below, the haze clears and rays of sunlight poke through, filling the screen with a warm orange glow. Then we see the island for the first time. It's *massive* and dwarfs the whole of the state of *San Andreas*. But then we realize that, while we've been staring awestruck into the distance like a group of teenagers seeing the Littlewoods catalogue lingerie section for the first time, the sea below has been drawing closer. We panic and stab at the ⊗ button, releasing our futuristic CIA-issue retractable parachute. It explodes into life and we're jerked into the air before floating gently downwards.

And so begins *Just Cause*, the first game (yes, *really*) from Avalanche Studios and one of the last great titles on PS2. Set across over 1,200 square miles of sun-drenched island, it's bigger than anything you'll have ever played before and, most importantly of all, it rewards creative play, giving you complete freedom of movement and missions that can be completed a hundred different ways. Sure, it borrows ideas from every game under the sun, but it does it with *style*.

HOOK, LINE AND SINK 'ER

Travel in style with *Just Cause*'s ingenious grappling hook.

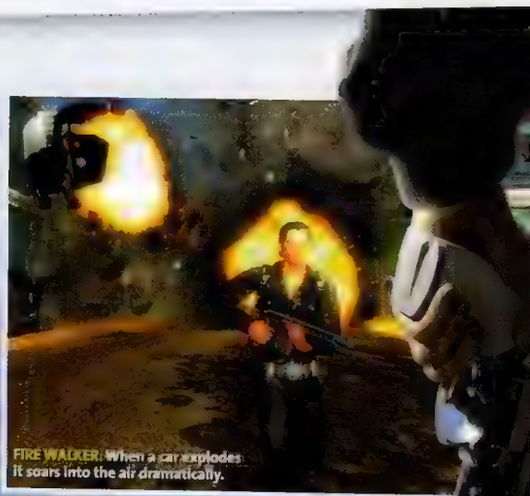
Arguably the game's best feature is the grappling hook/parachute combo. Because the environment is so expansive, the developers had to make on-foot travel as quick and as painless as possible, otherwise you'd find yourself wandering around endlessly trying to find a mission. Their solution? If you see a vehicle, you can fire a grappling gun towards it with R1 and latch on. Then, by activating your parachute with ⊗, you can reel yourself in and take the wheel by force with △, or drift along behind it. It sounds complicated, but it quickly becomes intuitive – you'll be zipping between land, sky and vehicles in no time. It also makes you *incredibly* lazy. We found ourselves grappling and 'chuting over to cars that were only a few feet away because we couldn't be arsed *walking* over. It might look faintly ridiculous floating around everywhere, but doing it becomes so ingrained into your subconscious that it's the only way to travel. It's so well-designed that the only problem we had using it was when we tried to reel ourselves into a chopper in the middle of a street criss-crossed with power lines. We kept falling off, not immediately realising our folly. The complexity of everything is overwhelming; animation, physics and gameplay all working together in tandem with barely any visible glitches or flaws. *Just Cause* really is a technical marvel that pushes PS2 to its limits.

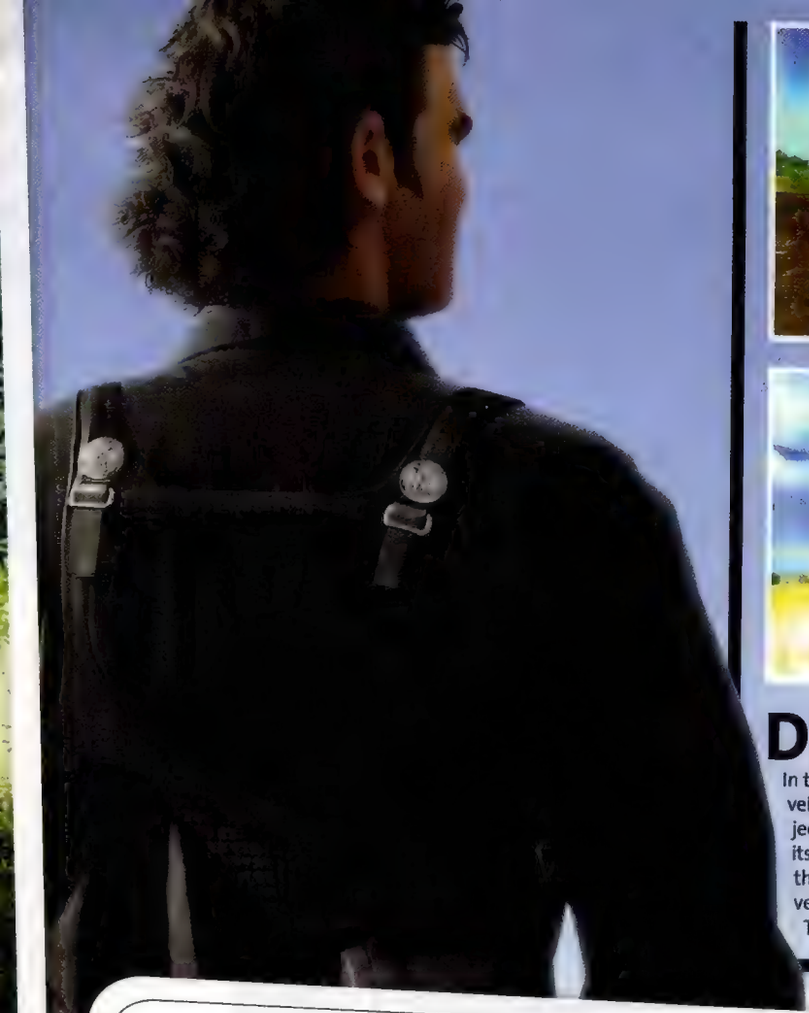
SUMMER IN THE CITY

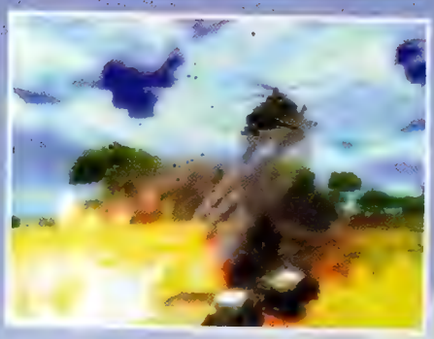
There are a few small cities and towns in San Esperito, but the capital is where it's at. Equal in size to *GTA3*'s *entire* city – think about that for a second – the streets are packed with missions including a chance to liberate it from the grasp of the government. If you try this in the early stages of the game the army will roll in and quickly halt your attempts, but come back later with all factions of the resistance on your side and you can start a violent street war. There are also dozens of street racing missions, as well as an enormous statue of the island's leader. If you try and fly over the city you'll be invading secure airspace and be fired upon, so approach discreetly by foot and slip in quietly.

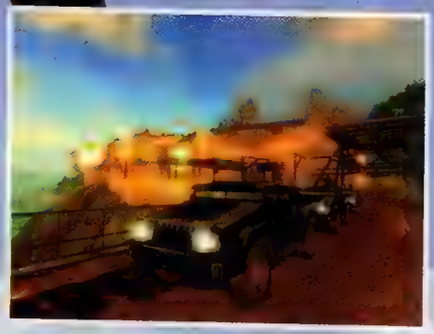
FIREPOWER

While the weapon set is somewhat reserved, their effects certainly aren't. Being a CIA agent, main character Rico has access to futuristic shooters including shotguns that send enemies hurtling backwards and heat-seeking rocket launchers, ideal for taking down choppers. You can hold as many weapons as you like but, like in *GTA*, if you die they disappear and you have to start your collection again. Fire upon a car and it'll eventually explode, taking out everything around it. This is worth remembering while attacking an enemy base. Drive towards the gate, leap out, and when it crashes towards them, shoot it and watch it take them out in a burst of flames. As with cars, working with the resistance gives you access to new guns.









DRIVEN TO DESTRUCTION

In the poorer areas of San Esperito, the vehicles you see the most are farming trucks, jeeps and old cars imported from America in its financial prime. But as you draw nearer to the capital city, sports cars, government vehicles and motorcycles begin to spring up. The handling is simplistic, reminiscent of *San Andreas*, and every vehicle has its own physics, meaning lorries pick up speed on longer straights and hatchbacks falter on rough terrain. As you gain influence with the resistance, special vehicles become available including jeeps equipped with mounted guns, which you can man as an AI buddy drives.

VIVA LA REVOLUTION!

Taking San Esperito back, one city at a time.

Your ultimate goal in *Just Cause* is to liberate the fictional South American island of San Esperito. There are hundreds of villages, towns, cities and settlements strewn across the island, all under the control of a military dictatorship that, predictably, you have to topple. You don't have to go it alone though – there are pockets of guerilla resistance fighters hiding out in the fringes of these populated areas, who you can team up with and help defeat the regime.

to replace the blue of the opressors with the green of the liberation. There are also multiple resistance factions and you can choose which one to side with. Complete missions for one guerilla army and their trust will increase, netting you hideouts, weapons and vehicles, ranging from trucks and dirtbikes to, eventually, fighter jets and stealth boats. This trust is measured by a small meter. By accessing your PDA you can see which groups like you and the ones that aren't quite sure. They're easily

"LIBERATE THE FICTIONAL SOUTH AMERICAN ISLAND OF SAN ESPERITO"

And the best way of ridding the island of these government dogs? Firepower, of course. *Heavy* firepower. You can go in by air, dropping a slew of missiles on the congregated enemy forces, or you can join your comrades on the ground below and charge in on-foot. This is the best way. You get a real feeling of being a Fidel Castro-style revolutionary, battling against the odds to free the people from tyranny.

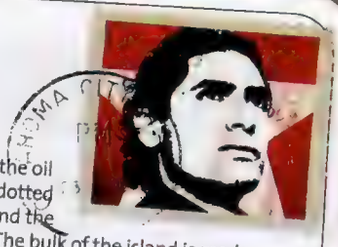
You can view a political map at any time during the game to see which areas belong to you and which belong to the government. Like the gang wars in *San Andreas*, defeating an occupying faction will turn that particular section of the map a certain colour, your ultimate goal being swayed though – bomb a few government buildings or 'liberate' weapons and ammo and you'll curry their favour.

You can also raid and take over opulent mansions that come complete with helicopters and a stock of weapons. These serve as a save/restart point and a means of restoring your health. To capture one you have to destroy roadblocks and kill guards to let your fellow guerillas through. They'll then swarm over the building and the surrounding area will turn green on your political map. It pays to have at least one mansion or hideout in every area of the island, because you can call in an air extraction from these areas to ferry you quickly around the enormous world map.

CITY LIFE: Small rural towns soon give way to bustling cityscapes.

TO DO LIST

The island is *full* of distractions...



When you fancy a break from the main story missions there are hundreds of distractions on the island to keep your brain busy. Checkpoint races are particularly fun, and there are loads of them in different areas of the island. Try some of the city ones for a *Midnight Club*-style experience, while more secluded, rural areas present difficult rally challenges across muddy, bumpy roads.

There are also computer chips to collect. The story goes that a spy satellite has crashed on the island and bits of it are strewn all over the place. They're basically like *GTA*'s hidden packages, but because the map is so large, they're marked on the map. They're still hard to find though, and the surprise you unlock for getting them all is worth it, so we're told.

And simply exploring is a distraction in itself. We spent most of our time playing the game just flying, sailing and driving around, admiring the view and gazing at landmarks like the huge cliffside fort, the windmills and the oil rigs dotted around the sea. The bulk of the island is made up of jungle, forests and fields, but it's, remarkably, never once boring or samey. You could go from one corner of the map to another and come across a hundred interesting things, and it would take bloody ages too, even in a helicopter or plane.

There are loads of mini-missions to complete as well. These usually involve simple objectives and ten or so minutes of action. In one, we had to recover a news van and a TV camera to broadcast anti-government propaganda. The van and a reporter were by the beach – presumably filming something for the news – and we charged over and took it by force. Sound easy? Well, it wasn't, 'cos the law were alerted and hounded us all the way back to safety in helicopters and armoured vehicles. Just one example of well over a hundred. There's absolutely *loads* to do.

"THERE ARE HUNDREDS OF DISTRACTIONS TO KEEP YOU BUSY"

FALLING DOWN

[illegible] of a steep cliff, [illegible] second, showing us hurtling [illegible] diving recklessly past obstacles. [illegible] caught fire and [illegible] slow-motion effect, it looked [illegible] burnt down a [illegible]

FALL GUY: There are plenty of steep cliffs to use as stunt ramps.

STUNT MAN

How to perform death-defying stunts at the touch of a button.

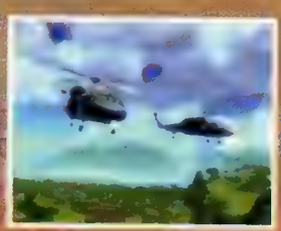
Every vehicle in *Just Cause* has a so-called 'stunt position'. Whenever you leap towards a car, boat or air vehicle from your parachute or from the grappling hook, press △ to perform a stunt. On a helicopter, as we've illustrated above, Rico will latch onto its tail and soar along behind it, flipping under to grab the pilot, toss him out and take control of the chopper. OK, so it's completely and utterly ridiculous, but it's *fun*. The stunt position on a speedboat involves perching on the bow, like Duran Duran in the Rio video. Same goes for cars, only you crouch on the bonnet. Stunt positions serve no real strategic or tactical purpose, but like most things in life, just by looking good we've come to love it. If you're feeling extra fancy, try leaping from one aeroplane to another in mid-air, or falling from a chopper and landing on a boat as it sails past below.

SPEED KILLS: On the run from an angry police boat.

FLYING HIGH

The fastest way to travel is by air. There are a number of different air vehicles at your disposal, both in aeroplane and helicopter flavours. As far as planes go, you can buzz around in private jets and seaplanes, although they're nowhere near as mobile as the choppers, which will [illegible]

Carrying deadly payloads of missiles and gatling guns, you have plenty of choice. Getting to them is the hardest part, but you can find them dotted around the map in certain places. For example, if you need an army [illegible] find an army base, fight through its defences and find a helipad. They reach astonishing heights too. We swung the camera around to look directly below us and held down the L1 button, which is used to ascend. We took off from a city and watched in awe as it grew further and further away, until it was a tiny grey dot in the middle of the island. It looks a lot better than *San Andreas* at times, dare we say it. Oh, we just have. <ahem>



AIR MAX: Smaller choppers like these are much faster.

SEA NO EVIL

With so many rivers snaking through the island and a vast chunk of ocean surrounding it, boats come in pretty handy. If you can't get your hands on a helicopter, sailing around the coast is often the best way to reach somewhere, fast. But don't [illegible] – any trouble [illegible] machine-guns. This isn't a problem, however, if you have access to the stealth boat. The one pictured above is equipped with missiles that you can use to sink enemy vessels. It's also monstrously fast and skims across the water at breakneck speeds. Other boats include simple fishing craft, yachts and speedboats. There are numerous port areas on the coastline, and there are even oil rigs and small islands to explore. To give you an idea of San [illegible]

PSM Presents...

The Truth

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge right at your fingertips.

TOP FIVE

ACTION GAMES

1. GTA: SAN ANDREAS
2. RESIDENT EVIL 4
3. GOD OF WAR
4. ONIMUSHA 3
5. DEVIL MAY CRY 3

ROLE-PLAYING GAMES

1. DRAGON QUEST
2. ROGUE GALAXY
3. KINGDOM HEARTS 2
4. DARK CHRONICLE
5. FINAL FANTASY X

BEAT-'EM-UPS

1. SOUL CALIBUR 3
2. TEKKEN 5
3. FIGHT NIGHT ROUND 2
4. HYPER STREET FIGHTER 2
5. THE WARRIORS

GAME NAME	ISSUE	SCORE	AWARD
7 BLADES	11	72%	
7 SINS	63	58%	
13 (XIII)	42	87%	
24 – THE GAME	72	80%	
25 TO LIFE	73	35%	
50 CENT: BULLETPROOF	70	48%	
187: RIDE OR DIE	66	72%	
2002 FIFA WORLD CUP	22	71%	
ACE COMBAT 4: SHATTERED SKIES	17	80%	
ACE COMBAT 5	57	79%	
ACE COMBAT ZERO: THE BELKAN WAR	76	74%	
ACTIVISION ANTHOLOGY	36	40%	
AEON FLUX	76	31%	
AGE OF EMPIRES 2	15	76%	
AGGRESSIVE INLINE	24	83%	
AIRBLADE	16	77%	
ALIAS	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	15	65%	
ALIEN HOMINID	61	74%	
ALL-STAR BASEBALL 2004	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	15	66%	
ALTERED BEAST	61	42%	
ANIMANIACS: THE GREAT EDGAR HUNT	64	62%	
APE ESCAPE 2	30	80%	
APE ESCAPE 3	73	71%	
AQUA AQUA	04	71%	
ARCTIC THUNDER	16	58%	
ARC: TWILIGHT OF SPIRITS	46	68%	
AREA 51	62	79%	
ARMORED CORE: NINE BREAKER	75	43%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	11	47%	
ARMY MEN RTS	24	56%	
ARMY MEN: SARGE'S HEROES 2	09	40%	
ASTRO BOY	61	69%	
ATHENS 2004	51	51%	
A-TRAIN 6	49	60%	
ATV OFFROAD FURY 2	40	73%	
ATV OFFROAD FURY 3	68	74%	
ATV QUAD POWER RACING 2	33	68%	
ASTERIX AND OBELIX XXL	46	60%	
AUTO MODELLISTA	28	80%	
BAD BOYS 2	48	51%	
BACKYARD WRESTLING	42	45%	
BACKYARD WRESTLING 2	56	46%	
BALDUR'S GATE: DARK ALLIANCE	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	04	82%	
BARBARIAN	44	66%	
THE BARD'S TALE	60	74%	
BASS STRIKE	18	64%	
BATMAN BEGINS	65	41%	
BATMAN VS. THE ARMY OF TSU	44	43%	
BATTLE ENGINE AQUILA	31	78%	
BATTLEFIELD 2: MODERN COMBAT	68	82%	
BATTLESTAR GALACTICA	44	59%	
BEAT DOWN: FISTS OF VENGEANCE	67	54%	
BEN HUR: BLOOD OF BRAVES	34	42%	
BEYOND GOOD AND EVIL	42	82%	
BIG MUTHA TRUCKERS 2: TRUCK ME HARDER	65	52%	
BRIAN LARA INTERNATIONAL CRICKET	64	60	
BLACK	72	89%	
BLACK HAWK DOWN	64	59%	
BLOOD OMEN 2	22	79%	
BLOODRAYNE	36	67%	
BLOODRAYNE 2	63	39%	
BLOODY ROAR 3	11	79%	
BLOOD WILL TELL	57	60%	
BLOWOUT	58	49%	
BMX XXX	30	58%	
BOMBERMAN HARDBALL	65	60%	
BOMBERMAN KART	41	51%	
BOUNCER, THE	11	66%	
BOXING CHAMPIONS	41	40%	
BREATH OF FIRE: DRAGON QUARTER	41	70%	
BRITNEY'S DANCE BEAT	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	60	82%	
BROTHERS IN ARMS: EARNED IN BLOOD	68	84%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	41	74%	
BURNOUT	15	88%	
BURNOUT 2: POINT OF IMPACT	28	91%	
Beautiful, emotional racing that you have to play to fully appreciate.			
BURNOUT 3: TAKEDOWN	54	93%	
Smooth, fast and online too. You'd be a fool not to buy it			
BURNOUT REVENGE	67	93%	
As astonishing as ever, and as pure a videogame as you'll ever see.			
BUZZ! THE MUSIC QUIZ	68	84%	
BUZZ! THE BIG QUIZ	74	76%	
CABELA'S DANGEROUS HUNTS	53	57%	
CALL OF DUTY: FINEST HOUR	56	87%	
CALL OF DUTY 2: BIG RED ONE	70	86%	
CAPCOM FIGHTING JAM	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	17	83%	
CAPCOM CLASSICS COLLECTION	68	53%	

GAME NAME	ISSUE	SCORE	AWARD
CART FURY	12	65%	
CASPER: SPIRIT DIMENSIONS	22	48%	
CASTLEVANIA: CURSE OF DARKNESS	72	64%	
CASTLEWEEN	30	45%	
CATWOMAN	52	30%	
CEL DAMAGE OVERDRIVE	36	50%	
CHAMPIONSHIP MANAGER 5	63	62%	
CHAMPIONSHIP MANAGER 2006	75	43%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	47	82%	
CHAMPIONS: RETURN TO ARMS	60	69%	
CHAOS LEGION	39	86%	
CHARLIE AND THE CHOCOLATE FACTORY	66	31%	
CHOROQ	64	25%	
CHOPLIFTER: CRISIS` SHIELD	35	48%	
CHRONICLES OF NARNIA	69	67%	
CIRCUS MAXIMUS: CHARIOT WARS	25	55%	
CLOCK TOWER 3	37	59%	
CLUB FOOTBALL	42	61%	
CLUB FOOTBALL 2	55	67%	
CODENAME KIDS NEXT DOOR: OP VIDEOGAME	71	33%	
COLIN MCRAE RALLY '04	40	92%	
A defining moment for rally games. If you like rallying, get it.			
COLD FEAR	60	83%	
COLD WINTER	62	80%	
COLIN MCRAE RALLY 2005	54	88%	
COLOSSEUM: ROAD TO FREEDOM	65	51%	
COMBAT ELITE: WW2 PARATROOPERS	52	77%	
COMMANDOS 2: MEN OF COURAGE	24	79%	
COMMANDOS STRIKE FORCE	73	68%	
CONFLICT: DESERT STORM	27	78%	
CONFLICT DESERT STORM 2	39	88%	
CONFLICT: VIETNAM	54	76%	
CONFLICT: GLOBAL STORM	67	78%	
CONFLICT ZONE	22	79%	
CONSPIRACY: WEAPONS OF MASS DESTRUCTION	65	23%	
CONSTANTINE	60	60%	
CONTRA: SHATTERED SOLDIER	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	17	66%	
CRASH 'N BURN	57	46%	
CRASH TAG TEAM RACING	70	74%	
CRASH TWINSANITY	55	49%	
CRAZY FROG RACER	71	37%	
CRAZY TAXI	10	80%	
CRICKET 2005	64	79%	
CRIME LIFE	70	30%	
CRIMSON SEA 2	53	70%	
CRISIS ZONE	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	44	35%	
CY GIRLS	50	74%	
DAKAR 2	34	50%	
DANCE UK	42	67%	
DANCING STAGE FUSION	58	67%	
DANCING STAGE MEGAMIX	36	85%	
DARK ANGEL	34	45%	
DARK CHRONICLE	37	90%	
Debatably better than *Final Fantasy X*...			
DARK CLOUD	11	81%	

GAME NAME	ISSUE	SCORE	AWARD
DARK SUMMIT	21	56%	
DARKWATCH	67	75%	
DAVE MIRRA FREESTYLE BMX 2	14	76%	
THE DA VINCI CODE	76	64%	
DEAD OR ALIVE 2	05	83%	
DEAD TO RIGHTS	38	70%	
DEAD TO RIGHTS 2	65	41%	
DEATH BY DEGREES	60	42%	
DEFENDER	31	76%	
DEF JAM: FIGHT FOR NY	54	86%	
DEF JAM VENDETTA	36	75%	
DESTROY ALL HUMANS	64	83%	
DESTRUCTION DERBY ARENAS	45	42%	
DEUS EX: THE CONSPIRACY	22	88%	
DEVIL KINGS	69	64%	
DEVIL MAY CRY	15	90%	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2			
DEVIL MAY CRY 2	33	72%	
DEVIL MAY CRY 3	60	89%	
DIE HARD VENDETTA	38	54%	
DINO STALKER	26	58%	
DISGAEA: HOUR OF DARKNESS	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	40	78%	
DJ: DECKS & FX	53	74%	
DONALD DUCK PK	30	64%	
DOWNFORCE	23	64%	
DOT HACK INFECTION: PART ONE	47	58%	
DOWNHILL DOMINATION	46	80%	
DRAGON BALL Z: BUDOKAI	30	60%	
DRAGON BALL Z: TENKAICHI	68	74%	
DRAKENGARD	50	75%	
DRAKENGARD 2	73	54%	
DRAGON QUEST	74	90%	
The RPG series finally makes its way to PS2, and it's wonderful			
DRAGON RAGE	23	43%	
DRAKAN: THE ANCIENTS' GATES	20	75%	
DRIVEN	17	46%	
DRIVEN TO DESTRUCTION	55	65%	
DRIV3R	50	90%	
Superb in Free Ride, less so in Story Mode, but balls-out fun			
DRIVER: PARALLEL LINES	73	79%	
DRIVING EMOTION TYPE-S	01	57%	
DR MUTO	33	59%	
DROME RACERS	31	50%	
DYNASTY TACTICS 2	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	34	69%	
DYNASTY WARRIORS 4	37	80%	
DYNASTY WARRIORS 4: XTREME LEGENDS	46	70%	
DYNASTY WARRIORS 5	63	53%	
DYNASTY WARRIORS 5: EMPIRES	36	58%	
DYNASTY WARRIORS 5: XTREME LEGENDS	74	45%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	18	52%	
EGGO MANIA	27	40%	
EJAY CLUBWORLD	26	84%	
ENDGAME	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	49	62%	
ENTER THE MATRIX	37	81%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic

TOP FIVE

PLATFORMERS

1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. PSYCHONAUTS
4. SLY 3
5. BEYOND GOOD AND EVIL

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. BLACK
4. DEUS EX
5. CALL OF DUTY 2

DRIVING

1. BURNOUT REVENGE
2. GRAN TURISMO 4
3. COLIN MCRAE 04
4. MIDNIGHT CLUB 3
5. TOCA RACE DRIVER 3

ALL-TIME BEST

1. GTA: SAN ANDREAS
2. RESIDENT EVIL 4
3. METAL GEAR SOLID 3
4. PRO EVOLUTION SOCCER 5
5. TIMESPLITTERS 2

GAME NAME ISSUE	ISSUE	SCORE	AWARD
ENTHUSIA PROFESSIONAL RACING	62	77%	
EOE: EVE OF EXTINCTION	22	71%	
EPHEMERAL FANTASIA	12	80%	
ESCAPE FROM MONKEY ISLAND	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	20	55%	
ESPN NBA 2NIGHT 2002	24	72%	
ESPN NFL 2K5	59	83%	
ESPN NHL 2K5	59	71%	
ESPN NHL HOCKEY	44	78%	
ESPN X GAMES SKATEBOARDING	15	62%	
ESPN WINTER X GAMES SNOWBOARDING 2	20	69%	
EVERBLUE 2	34	56%	
EVERQUEST ONLINE ADVENTURES	41	70%	
EVERYBODY'S GOLF	67	87%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	37	68%	
EVIL DEAD REGENERATION	70	47%	
EVOLUTION GT	76	55%	
EVOLUTION SKATEBOARDING	33	54%	
EVOLUTION SNOWBOARDING	33	43%	
EXTERMINATION	09	78%	
EYE TOY: ANTIGRAV	63	66%	
EYETOY: PLAY 2	56	75%	
EYETOY: PLAY 3	69	70%	
F1 2005	64	83%	
F1 RACING CHAMPIONSHIP	07	66%	
FAHRENHEIT	66	87%	
FALLOUT: BROTHERHOOD OF STEEL	48	46%	
FANTASTIC 4	65	65%	
FANTAVISION	01	85%	
FATAL FRAME 3: THE TORMENTED	71	79%	
FELLOWSHIP OF THE RING, THE	30	70%	
FERRARI F355 CHALLENGE	27	67%	
FIFA 2005	54	79%	
FIFA 06	67	71%	
FIFA STREET	60	63%	
FIFA STREET 2	73	71%	
FIFA WORLD CUP GERMANY 2006	75	80%	
FIGHT CLUB	59	19%	
FIGHT NIGHT 2004	48	88%	
FIGHT NIGHT ROUND 2	61	89%	
FIGHT NIGHT ROUND 3	73	87%	
FINAL FANTASY VII: DIRGE OF CERBERUS	75	36%	
FINAL FANTASY X	23	91%	
The most life-swallowing RPG of them all			
FINAL FANTASY 10-2	44	83%	
FINAL FANTASY XI (IMPORT)	49	85%	
FINAL FANTASY XII	75	90%	
Yet more RPG goodness. You must play this.			
FINAL FIGHT: STREETWISE	74	40%	
FINDING NEMO	41	71%	
FIREBLADE	24	68%	
FIREFIGHTER FD18	49	76%	
FLAT OUT	56	77%	
FLIPNIC	45	76%	
FLOW: URBAN DANCE UPRISING	72	69%	
FORBIDDEN SIREN	44	80%	
FORBIDDEN SIREN 2	76	81%	
FORD RACING 3	56	34%	
FORD STREET RACING	73	68%	
FORGOTTEN REALMS: DEMON STONE	54	74%	
FORMULA ONE 2004	52	65%	
FREAK OUT	13	79%	
FREAKY FLYERS	42	77%	
FREEDOM FIGHTERS	40	92%	
An utterly compelling squad-based shooter.			
FREEKSTYLE	25	59%	
FREESTYLE METAL X	40	74%	
FREQUENCY	23	64%	
FRIENDS: THE ONE WITH ALL THE TRIVIA	73	44%	
FULL SPECTRUM WARRIOR	61	85%	
FULL SPECTRUM WARRIOR: TEN HAMMERS	73	85%	
FUR FIGHTERS	10	86%	
FUTURAMA	37	75%	
FUTURE TACTICS	57	64%	
G1 JOCKEY 3	34	43%	
G1 JOCKEY 4	74	65%	
GALERIANS: ASH	34	50%	
GALLOP RACER 2	60	34%	
GAMETRAK: DARK WIND	54	55%	
GAMETRAK: REAL WORLD GOLF	68	74%	
GAUNTLET: SEVEN SORROWS	71	40%	
GENJI	66	84%	
GET ON DA MIC	56	49%	
GETAWAY, THE	31	78%	
GETAWAY: BLACK MONDAY, THE	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	62	47%	
GHOST RECON	30	65%	
GHOST RECON: JUNGLE STORM	47	75%	
GHOST RECON 2	57	63%	
GHOST RECON: ADVANCED WARFIGHTER	75	64%	
GIANTS: CITIZEN KABUTO	17	80%	
GIFT	12	51%	
GITAROO MAN	22	79%	
GLADIUS	42	52%	
THE GODFATHER	73	75%	
GOD OF WAR	62	92%	
God Of War grabs you by the balls and doesn't let go.			
GOBLIN COMMANDER: UNLEASH THE HORDE	47	65%	
GOLDENEYE: ROGUE AGENT	56	58%	
GRADIUS V	51	83%	
GRAND PRIX CHALLENGE	31	85%	
GRAND THEFT AUTO 3	16	92%	
Its scope and and tiny touches are some of the most impressive yet.			
GRAND THEFT AUTO: VICE CITY	29	97%	
The music, the styling, the freedom... (almost) nothing beats it			
GRAND THEFT AUTO: SAN ANDREAS	56	99%	
Simply the best game on PS2. Mind-boggling.			
GRAND TOUR RACING GT-R 400	51	53%	
GRAN TURISMO 3	13	93%	
The most complete racing game yet.			
GRAN TURISMO 4	59	92%	
Still the most serious racing sim on PS2.			
GRAN TURISMO 4: PROLOGUE	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	28	48%	
THE GREAT ESCAPE	39	73%	
GREGORY HORROR SHOW	42	70%	
GROOVE RIDER	45	52%	
G-SURFERS	16	49%	
GUILTY GEAR X2	35	84%	
GUILTY GEAR ISUKA	65	79%	
GUMBALL 3000	29	73%	
GUITAR HERO	74	90%	
The most fun possible while making a complete show of yourself.			
GUN	69	88%	
GUNBIRD: SPECIAL EDITION	62	39%	
GUNDAM: FEDERATION VS ZEON	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	35	40%	
GUNGRAVE OD	64	71%	
GUN GRIFFON BLAZE	07	70%	
HALF-LIFE	16	90%	
A port of one of the best PC games ever made. This is a must-buy.			
HARRY POTTER AND THE CHAMBER OF SECRETS	31	65%	
HARRY POTTER AND THE GOBLET OF FIRE	70	51%	
HARRY POTTER AND THE PRISONER OF AZKABAN	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	44	55%	
HARVEST MOON: A WONDERFUL LIFE	71	85%	
HAUNTING GROUND	62	78%	
HAUNTED MANSION, THE	46	70%	
HAVEN: CALL OF THE KING	29	81%	
HEADHUNTER	19	81%	
HEADHUNTER: REDEMPTION	53	53%	
HELLO KITTY: ROLLER RESCUE	71	59%	
HERDY GERDY	21	69%	
HEROES OF THE PACIFIC	67	79%	
HIGH HEAT MAJOR LEAGUE BASEBALL	24	71%	
HITMAN 2: SILENT ASSASSIN	28	89%	
HITMAN: BLOOD MONEY	76	93%	
The most inventive, bloodiest and best *Hitman* yet.			
HITMAN: CONTRACTS	49	90%	
A game that promotes experimentation and plays brilliantly.			
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	31	51%	
HULK, THE	38	70%	
HUNTER WAYWARD: THE RECKONING	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	46	89%	
ICE AGE 2	74	68%	
ICO	71	93%	
Now it's re-released, you *must* play this ultra-emotional epic.			
INCREDIBLE HULK: ULTIMATE DESTRUCTION	66	88%	
INCREDIBLES, THE	57	72%	
INCREDIBLES: RISE OF THE UNDERMINER	70	50%	
INDIANA JONES AND THE EMPEROR'S TOMB	39	80%	
INDYCAR SERIES 2005	53	63%	
I-NINJA	45	85%	
INTERNATIONAL CUE CLUB	24	56%	
ISLAND EXTREME STUNTS	33	65%	
ISS3	34	78%	
ITALIAN JOB: LA HEIST, THE	40	51%	
JACKED	72	34%	
JADE COCOON 2	22	70%	
JAK & DAXTER	18	85%	
JAK 2: RENEGADE	40	93%	
Vast, well-built and bursting with distractions.			
JAK 3	56	88%	
JAK X	68	84%	
JAMES BOND 007: EVERYTHING OR NOTHING	46	77%	
JAMES BOND 007: FROM RUSSIA WITH LOVE	69	69%	
JAMES BOND 007 IN AGENT UNDER FIRE	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	30	78%	
JET SKI RIDERS	18	38%	
JONNY MOSELEY MAD TRIX	20	38%	
JUDGE DREDD: DREDD VS DEATH	40	83%	
JUICED	62	68%	
JUNGLE BOOK GROOVE PARTY	10	50%	
JURASSIC PARK: OPERATION GENESIS	34	61%	
KAIDO RACER	71	53%	
KATAMARI DAMASHII	49	83%	
KARAOKE STAGE	49	85%	
KARAOKE STAGE 2	74	73%	
KENGO	09	60%	
KELLY SLATER'S PRO SURFER	28	75%	
KESSEN II	20	66%	
KESSEN III	61	82%	
KILL.SWITCH	44	78%	
KILLER7	64	83%	
KILLZONE	55	88%	
KING ARTHUR	57	37%	
KING OF FIGHTERS 2002	64	58%	
KING OF FIGHTERS: MAXIMUM IMPACT	61	79%	
KING OF ROUTE 66	41	44%	
KINGDOM HEARTS	29	88%	
KINGDOM HEARTS 2	73	90%	
Hang out with Donald, Pluto and the Disney mob – amazing.			
KING KONG	69	72%	
KLONOA 2	10	73%	
KNIGHT RIDER 2	57	21%	
KNOCKOUT KINGS 2001	07	79%	
KNOCKOUT KINGS 2002	21	83%	
KURI KURI MIX	10	78%	
KYA: DARK LINEAGE	45	73%	
LA PUCELLE TACTICS	52	80%	
LA RUSH	67	75%	
LEGEND OF KAY	59	69%	
LEGENDS OF WRESTLING 2	33	68%	
LEGION: LEGEND OF EXCALIBUR	27	70%	
LEGO STAR WARS	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	58	55%	
LE MANS 24 HOURS	12	73%	
LETHAL SKIES	27	63%	
LETHAL SKIES 2	48	68%	
LE TOUR DE FRANCE	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	38	71%	
LMA MANAGER 2005	55	80%	
LMA MANAGER 2006	68	85%	
LONDON RACER: WORLD CHALLENGE	40	59%	
LOONY TUNES SPACE RACE	19	65%	
LORD OF THE RINGS: RETURN OF THE KING	43	84%	
LORD OF THE RINGS: THE THIRD AGE	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	29	76%	
LOTUS CHALLENGE	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	38	79%	
MADAGASCAR	65	56%	
MADDEN NFL 2005	54	82%	
MADDEN NFL 2006	69	85%	
MAD MAESTROS	22	70%	
MAFIA	46	71%	
MAGNA CARTA	74	64%	
MAKAI KINGDOM	70	83%	
MALICE	51	60%	
MANHUNT	43	91%	
Chilling, vicious and utterly remarkable Rockstar goodness.			
MARC ECKO'S GETTING UP	72	88%	
MARK OF KRI, THE	33	74%	
MARVEL NEMESIS: RISE OF THE IMPERFECTS	68	41%	
MARVEL VS CAPCOM 2	29	84%	
MASHED: FULLY LOADED	62	70%	
MASTER RALLY	24	55%	
MATRIX: PATH OF NEO	69	81%	
MAXIMO	20	84%	
MAXIMO VS THE ARMY OF ZIN	42	81%	
MAX PAYNE	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	45	65%	
MDK2 ARMAGEDDON	09	76%	
MEDAL OF HONOR: EUROPEAN ASSAULT	64	52%	
MEGA MAN X8	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	26	42%	
MERCENARIES	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	41	87%	
METAL GEAR SOLID 2	17	96%	
Near perfectly balanced and worth every bit of the hype.			
METAL GEAR SOLID 3	57	97%	
We didn't think it could get better. We were wrong. A masterpiece.			
METAL GEAR SOLID 2: SUBSTANCE	33	78%	
METAL GEAR SOLID 3: SUBSISTENCE	73	90%	
Metal Gear 3, but online and entirely in Japanese. Brilliant.			
METAL SLUG 3	55	79%	
METAL SLUG 5	72	54%	
MIAMI VICE	58	13%	
MICRO MACHINES	30	59%	
MIDNIGHT CLUB 2	37	80%	
MIDNIGHT CLUB 3: DUB EDITION	61	91%	
The street racing genre at its peak. *Dub Edition* is sex on wheels.			
MIDNIGHT CLUB 3: DUB EDITION REMIX	74	80%	
MIDWAY ARCADE TREASURES	45	48%	
MIDWAY ARCADE TREASURES 2	55	71%	
MIDWAY ARCADE TREASURES 3	67	12%	
MIKE TYSON HEAVYWEIGHT BOXING	23	61%	
MINI DESKTOP RACING	71	43%	
MINORITY REPORT	31	60%	
MONKEY MANIA	60	69%	
MONSTER HUNTER	62	70%	
MONSTERS, INC	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	33	85%	
MORTAL KOMBAT: DECEPTION	54	85%	
MORTAL KOMBAT: SHAOLIN MONKS	67	82%	
MOTO GP3	35	74%	
MOTO GP4	63	78%	
MOTOR MAYHEM	15	63%	
MR GOLF	34	56%	
MR MOSKEETO	22	52%	
MTV MUSIC GENERATOR 2	10	90%	
A musical pandora's box, offering professional results to everyone.			
MTX MOTOTRAX	49	79%	
MUMMY RETURNS, THE	17	46%	
MUSIC 3000	35	81%	
MX 2002	14	78%	
MX RIDER	15	62%	
MX SUPERFLY	27	72%	
MX UNLEASHED	48	75%	
MX VS. ATV: UNLEASHED	61	78%	

MYSTIC HEROES	34	67%	
NAMCO MUSEUM 50TH ANNIVERSARY	73	51%	
NANO BREAKER	59	59%	
NARC	62	45%	
NBA 2K3	35	70%	
NBA BALLERS	53	82%	
NBA JAM	42	77%	
NBA LIVE 2004	42	84%	
NBA STREET VOLUME 2	35	85%	
NBA STREET VOLUME 3	60	87%	
NEED FOR SPEED 2	55	87%	
NEED FOR SPEED: MOST WANTED	69	88%	
NEXT GENERATION TENNIS 2003	38	55%	
NFL STREET	46	64%	
NFL STREET 2	61	55%	
NHL HITZ 2003	28	80%	
NHL HITZ: PRO	42	80%	
THE NIGHTMARE BEFORE XMAS: OOGIE'S REVENGE	67	61%	
NIGHTSHADE	46	73%	
NINJA ASSAULT	27	71%	
NINJABREAD MAN	69	32%	
NO ONE LIVES FOREVER	21	71%	
NY RACE	17	40%	
OBSCURE	54	80%	
OKAMI	76	92%	
Revive nature in PS2's best ever wolf-based paint-'em-up.			

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

The Truth

SCANDALOUS GOSSIP.T. ZERO BULLSHIT

GAME NAME	ISSUE	SCORE	AWARD
ONI	07	62%	
ONIMUSHA 2	27	89%	
ONIMUSHA 3	50	92%	
Provocative, exquisite gameplay backed up by plush visuals.			
ONIMUSHA: BLADE WARRIORS	45	75%	
ONIMUSHA: DAWN OF DREAMS	73	79%	
OPERATION WINBACK	08	68%	
OUTLAW GOLF 2	57	78%	
OUTLAW VOLLEYBALL REMIXED	68	50%	
OUTRUN 2006: COAST 2 COAST	73	89%	
PAC-MAN WORLD 2	33	75%	
PAC-MAN WORLD 3	72	63%	
PARAPPA THE RAPPER 2	16	75%	
PARIS-DAKAR RALLY	15	60%	
PERFECT ACE PRO TENNIS	38	38%	
PETER PAN: LEGEND OF NEVERLAND	20	50%	
PILOT DOWN: BEHIND ENEMY LINES	65	53%	
PITFALL: THE LOST EXPEDITION	47	71%	
PIRATES: LEGEND OF BLACK KAT	21	38%	
THE PLAN	72	48%	
PLAYBOY: THE MANSION	60	51%	
POLICE 24/7	19	49%	
POOL MASTER	05	45%	
POOL PARADISE	48	72%	
POOL SHARK 2	7	56%	
PORTAL RUNNER	16	55%	
PREDATOR: CONCRETE JUNGLE	63	58%	
PREMIER MANAGER	31	80%	
PREMIER MANAGER 2004/2005	57	63%	
PRIDE FC	34	75%	
PRIMAL	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	56	87%	
PRINCE OF PERSIA: THE TWO THRONES	70	77%	
PRISONER OF WAR	24	73%	
PRO EVOLUTION SOCCER 4	55	94%	
Incredible customisation and sublime control. Vital.			
PRO EVOLUTION SOCCER 5	68	93%	
The best *Pro Evo* yet – the most satisfying football game ever.			
PRO EVOLUTION SOCCER MANAGEMENT	74	65%	
PROJECT EDEN	14	86%	
PROJECT: SNOWBLIND	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	45	82%	
PRO RALLY 2002	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	52	86%	
PSYCHONAUTS	65	90%	
Explore the mental landscapes of certified nutters. Superb.			
PTO IV	48	41%	
PUNISHER, THE	60	82%	
PUYO POP FEVER	46	85%	
QUAKE 3 REVOLUTION	08	85%	
RAINBOW SIX 3	47	77%	
RAINBOW SIX 4: LOCKDOWN	67	68%	
RALLY CHAMPIONSHIP	24	56%	
RAMPAGE: TOTAL DESTRUCION	74	47%	
RAPALA PRO FISHING	65	40%	
RATCHET & CLANK	29	91%	
A labour of love on every crafted level. Great stuff.			
RATCHET & CLANK 2	42	85%	
RATCHET & CLANK 3	56	92%	
PS2 platforming perfection. It gets no better than this. A must.			
RATCHET GLADIATOR	69	85%	
RAYMAN	18	48%	
RAYMAN REVOLUTION	05	68%	
RAYMAN 3: HOODLUM HAVOC	34	80%	
RC REVENGE PRO	04	56%	
READY 2 RUMBLE: ROUND 2	04	82%	
RED CARD	23	80%	
RED DEAD REVOLVER	49	86%	
RED FACTION	11	88%	
RED FACTION 2	29	85%	
RED NINJA: END OF HONOUR	61	73%	
REIGN OF FIRE	30	71%	
RESIDENT EVIL 4	68	97%	
Beautiful, visceral, horrifying and absolutely essential. Get it.			
RESIDENT EVIL CODE: VERONICA X	13	80%	
RESIDENT EVIL: DEAD AIM	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	20	41%	
RESIDENT EVIL OUTBREAK	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	67	68%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	38	80%	
REZ	18	66%	
RHYTHMIC STAR	75	37%	
RIBBIT KING	55	22%	
RICHARD BURNS RALLY	51	66%	
RIDGE RACER 5	01	72%	
RIDING SPIRITS	27	46%	
RIDING SPIRITS 2	50	48%	
RING OF RED	10	74%	
RISE TO HONOUR	47	71%	
ROBOTECH: BATTLECRY	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	16	63%	
ROADKILL	44	72%	
ROCKY	29	84%	
ROCKY LEGENDS	55	66%	
ROGUE GALAXY	73	91%	
Space piracy is the theme in yet another cracking RPG.			
ROGUE TROOPER	58	84%	
ROLLERCOASTER WORLD	47	50%	
ROMANCE OF THE THREE KINGS VIII	48	70%	
R: RACER EVOLUTION	45	37%	
RTX RED ROCK	38	55%	
RUGBY 2004	40	81%	
RUGBY 2005	63	61%	
RUGBY CHALLENGE 2006	70	64%	
RULE OF ROSE	75	58%	
RUMBLE RACING	10	76%	
RUMBLE ROSES	59	69%	
RUNE: VIKING WARLORD	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	33	78%	
RYU GA GOTOKU	71	80%	
SAMURAI JACK: THE SHADOW OF AKU	51	59%	

DAVE'S TOP FIVE

WINNING ELEVEN TAKES IT ALL, BUT THE COLOSSI ARE GREAT TOO.

1 WINNING ELEVEN 10

Better than *Pro Evo 5*, not least due to the excitement of the Japanese commentators. Far preferable to Brooking.

2 SHADOW O/T COLOSSUS

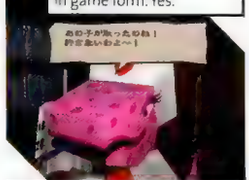
In if only 'cos of the sweet beardy colossus with the sad eyes who I just want to hug. Before I have to stab him in the head.

3 WE LOVE KATAMARI

I love rolling cats, trees and F1 cars into balls in real life, so who could miss the chance to do it virtually as well? Not me, bucko.

4 OUTRUN 2006

Driving down sun-kissed tracks in the Californian sunshine, beautiful lady by your side... it's like my life in game form. Yes.



5 GREGORY HORROR SHOW

This game features a giant pink lizard dressed as a nurse and Death with the Swedish flag on his head. What more do you want?

GAME NAME	ISSUE	SCORE	AWARD
SAMURAI WARRIORS	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	59	66%	
SAMURAI WESTERN	65	79%	
SAVAGE SKIES	34	67%	
S.C.A.R. – SQUADRA CORSE ALFA ROMEO	63	50%	
SCOOBY DOO: MYSTERY MAYHEM	49	51%	
SCRABBLE 2003 EDITION	40	64%	
SECOND SIGHT	53	90%	
Beautiful design and a truly novel take on the stealth genre.			
SECRET WEAPONS OVER NORMANDY	45	76%	
SEEK & DESTROY	39	69%	
SEGA BASS FISHING DUEL	33	55%	
SEGA CLASSICS COLLECTION	72	41%	
SEGA RALLY 2006	72	68%	
SEGA SUPERSTARS	56	80%	
SENSIBLE SOCCER	76	58%	
SERIOUS SAM: NEXT ENCOUNTER	49	74%	
SHADOW HEARTS: COVENANT	60	84%	
SHADOW HEARTS: FROM THE NEW WORLD	75	79%	
SHADOW MAN: 2ECOND COMING	20	68%	
SHADOW OF MEMORIES	06	80%	
SHADOW OF ROME	58	85%	
SHADOW OF THE COLOSSUS	69	91%	
Stab big monsters in one of PS2's most astonishing feats.			
SHADOW THE HEDGEHOG	70	60%	
SHARK TALE	55	29%	
SHELLSHOCK: NAM '67	51	71%	
SHIN MEGAMI TENSEI: DIGITAL DEVIL SAGA	76	72%	
SHIN MEGAMI TENSEI: LUCIFER'S CALL	64	85%	
SHINOBI	35	75%	
SHOX	28	61%	
SHREK 2	51	78%	
SHREK SUPER SLAM	70	70%	
SHOWDOWN: LEGENDS OF WRESTLING	50	72%	
SILENT HILL 2	15	88%	
SILENT HILL 3	36	87%	
SILENT HILL 4: THE ROOM	52	74%	
THE SILENT HILL COLLECTION	75	89%	
SILENT SCOPE 3	31	54%	
SILPHEED	03	51%	
SIMPSONS HIT AND RUN	42	77%	
SIMPSONS ROAD RAGE, THE	16	76%	
THE SIMS	31	85%	
THE SIMS 2	69	75%	
THE SIMS: BUSTIN' OUT	44	79%	
SINGSTAR	49	90%	
For people who don't like games. And for people who love games.			
SINGSTAR 80'S	68	81%	
SINGSTAR POPWORLD	62	70%	
SINGSTAR ROCKS	74	80%	
SKY ODYSSEY	08	79%	
SLAM TENNIS	25	77%	
SLY RACCOON	31	80%	
SLY 2: BAND OF THIEVES	55	81%	
SLY 3: HONOUR AMONG THIEVES	69	87%	
SMASH CARS	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	50	85%	
SMUGGLER'S RUN	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	17	77%	
SNIPER ELITE	67	80%	
SNK VS CAPCOM: SVC CHAOS	59	78%	
SOCOM: US NAVY SEALS	30	82%	
SOCOM 2: US NAVY SEALS	44	90%	
Immersive and dramatic – worth hooking up to broadband for.			
SOCOM 3: US NAVY SEALS	74	78%	
SOLDIER OF FORTUNE: GOLD EDITION	23	64%	
SONIC HEROES	46	66%	
SONIC RIDERS	74	59%	
SOUL CALIBUR 2	40	93%	
The very best fighter money can buy.			
SOUL CALIBUR III	69	89%	
SONIC MEGA COLLECTION PLUS	58	69%	
SONIC GEMS	68	55%	
SOUL REAVER 2	17	78%	
SPARTAN: TOTAL WARRIOR	67	88%	
SPAWN ARMAGEDDON	47	69%	
SPEED KINGS	37	55%	
SPHINX AND THE CURSED MUMMY	46	64%	

GAME NAME	ISSUE	SCORE	AWARD
SPIDER-MAN: THE MOVIE	24	70%	
SPIDER-MAN 2	51	92%	
Best movie license ever. Best superhero game ever. Best *GTA* clone.			
SPINDRIVE PING PONG	62	32%	
SPLASHDOWN	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	40	75%	
SPLINTER CELL	34	91%	
The ultimate 'boys with toys' action adventure that's full of surprises.			
SPLINTER CELL: CHAOS THEORY	61	88%	
SPLINTER CELL: PANDORA TOMORROW	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	58	29%	
SPY FICTION	54	75%	
SPY HUNTER 2	46	67%	
SPYTOY	67	65%	
SPY VS. SPY	61	32%	
SPYRO: ENTER THE DRAGONFLY	30	68%	
SSX ON TOUR	68	83%	
SSX TRICKY	16	95%	
Edgy, funky, cool – compulsive gameplay and pure fun.			
SSX3	41	94%	
Makes you feel good about life. Responsive and thrilling.			
STAR OCEAN 3	55	85%	
STARSKY & HUTCH	38	77%	
STAR TREK VOYAGER: ELITE FORCE	23	75%	
STAR WARS: BATTLEFRONT	54	77%	
STAR WARS: BATTLEFRONT 2	69	80%	
STAR WARS: BOUNTY HUNTER	31	62%	
STAR WARS: EPISODE III REVENGE OF THE SITH	63	48%	
STAR WARS: JEDI STARFIGHTER	22	80%	
STAR WARS: STARFIGHTER	09	85%	
STAR WARS: THE CLONE WARS	33	69%	
STATE OF EMERGENCY	20	75%	
STATE OF EMERGENCY 2	75	30%	
STOLEN	62	38%	
STREET FIGHTER EX3	05	79%	
STREET RACING SYNDICATE	62	62%	
STUNT GP	16	38%	
STUNTMAN	26	74%	
SUFFERING, THE	48	86%	
SUFFERING 2: TIES THAT BIND	67	73%	
SUIKODEN 3	39	66%	
SUIKODEN IV	63	65%	
SUMMER HEAT BEACH VOLLEYBALL	39	56%	
SUMMONER	07	70%	
SUMMONER 2	29	73%	
SUM OF ALL FEARS, THE	29	57%	
SUPER BUST-A-MOVE	04	78%	
SUPERFARM	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	29	48%	
SUPER MONKEY BALL DELUXE	00	84%	
SWAT GLOBAL STRIKE TEAM	42	82%	
SWING AWAY GOLF	05	70%	
SX SUPERSTAR	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	50	75%	
TAITO LEGENDS	68	45%	
TAITO LEGENDS 2	73	40%	
TAK 2: THE STAFF OF DREAMS	64	72%	
TAK: THE GREAT JUJU CHALLENGE	74	66%	
TAZ: WANTED	28	70%	
TEENAGE MUTANT NINJA TURTLES	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	58	23%	
TEENAGE MUTANT NINJA TURTLES 3	75	48%	
TEKKEN 4	27	90%	
Way more of everything than the stopgap *Tournament* title. Brilliant.			
TEKKEN 5	61	91%	
And even better again – the ultimate *Tekken*.			
TEKKEN TAG TOURNAMENT	04	87%	
TENCHU: FATAL SHADOWS	63	68%	
TENCHU: WRATH OF HEAVEN	34	70%	
TERMINATOR: DAWN OF FATE	28	49%	
TERMINATOR 3: REDEMPTION	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	16	44%	
THEME PARK WORLD	05	68%	
THING, THE	27	83%	
THIS IS FOOTBALL 2004	47	75%	
THIS IS FOOTBALL 2005	56	68%	
THUNDERHAWK: OPERATION PHOENIX	14	70%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

PSP GAMES

1. LOCOROCO
2. GTA: LIBERTY CITY STORIES
3. VIRTUA TENNIS WORLD TOUR
4. LUMINES
5. BURNOUT LEGENDS

MOST WANTED PS3 GAMES

1. METAL GEAR SOLID 4
2. RESIDENT EVIL 5
3. ASSASSIN'S CREED
4. HAZE
5. ARMY OF TWO

GTA WANNABES

1. DRIVER: PARALLEL LINES
2. THE GODFATHER
3. DEAD TO RIGHTS 2
4. 50 CENT: BULLETPROOF
5. 25 TO LIFE

GAMES NOT IN ALL-TIME BEST

1. SSX3
2. TONY HAWK'S PRO SKATER 4
3. ICO
4. PRO EVOLUTION SOCCER 5
5. HITMAN: BLOOD MONEY

GAME NAME ISSUE	ISSUE	SCORE	AWARD
TIGER WOODS PGA TOUR 2005	54	82%	
TIGER WOODS PGA TOUR 2006	67	78%	
TIME CRISIS 2	16	78%	
TIMESPLITTERS 2	28	95%	
Stunning multi-player PLUS a massive single-player mode			
TIMESPLITTERS 3: FUTURE PERFECT	59	90%	
Now rather more soulless than before. Still superb, though			
TOCA RACE DRIVER	26	82%	
TOCA RACE DRIVER 2	54	90%	
Tracks, cars and – vitally – racing are all super.			
TOCA RACE DRIVER 3	72	90%	
Just as superb as the last one. Vital for petrolheads.			
TOKYO ROAD RACE	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	38	58%	
TOMB RAIDER LEGEND	74	81%	
TONY HAWK'S AMERICAN WASTELAND	68	86%	
TONY HAWKS UNDERGROUND 2	55	89%	
TONY HAWK'S PRO SKATER 4	30	94%	
Lacks the impact of *THPS3*, but we suggest you get this version first.			
TOP GEAR DARE DEVIL	04	62%	
TOP GUN: COMBAT ZONE	16	67%	
TOP SPIN	68	61%	
TORINO '06: WINTER OLYMPIC GAMES	71	57%	
TOTAL CLUB MANAGER 2005	56	56%	
TOTAL IMMERSION RACING	31	74%	
TOTAL OVERDOSE	67	90%	
GTA in Mexico, basically, but with stacks of class. Terrific			
TOURIST TROPHY	75	68%	
TRANSFORMERS	49	84%	
TRAPT	73	39%	
TREASURE PLANET	29	75%	
TRIBES: AERIAL ASSAULT	37	74%	
TRUE CRIME	43	74%	
TRUE CRIME 2: NEW YORK CITY	70	71%	
TUROK EVOLUTION	27	71%	
TT SUPERBIKES	63	41%	
TWISTED METAL: BLACK	13	80%	
TY THE TASMANIAN TIGER 2	55	38%	
U MOVE SUPER SPORTS	57	63%	
UEFA CHALLENGE	12	56%	
UEFA CHAMPIONS LEAGUE 2004-2005	59	62%	
UEFA EURO 2004	49	70%	
UFC: SUDDEN IMPACT	51	70%	
UFC: THROWDOWN	27	75%	
ULTIMATE SPIDER-MAN	68	79%	
UNDER THE SKIN	58	70%	
UNLIMITED SAGA	42	41%	
UNREAL TOURNAMENT	07	82%	
URBAN CHAOS	75	85%	
URBAN FREESTYLE SOCCER	45	72%	
URBAN REIGN	71	78%	
URBZ – SIMS IN THE CITY, THE	56	50%	
USA RACER	36	37%	
VAMPIRE NIGHTS	21	59%	
VAN HELSING	49	67%	
VIB RIPPLE	52	58%	
VICTORIOUS BOXERS	14	80%	
VIETCONG: PURPLE HAZE	54	71%	
VIEWTIFUL JOE	54	88%	
VIEWTIFUL JOE 2	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	36	87%	
VIRTUAL-ON: MARZ	39	56%	
VIRTUA TENNIS 2	30	88%	
V-RALLY 3	24	81%	
WACKY RACES	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	41	69%	
WALLACE AND GROMIT: CURSE O/T WERE-RABBIT	68	72%	
THE WARRIORS	68	87%	
WARHAMMER 40,000: FIRE WARRIOR	40	65%	
WAR OF THE MONSTERS	34	69%	
WAY OF THE SAMURAI	50	80%	
WDL THUNDER TANKS	06	69%	
WE LOVE KATAMARI	69	82%	
WHIPLASH	46	72%	
WHO WANTS TO BE A MILLIONAIRE 2	17	53%	
WILD ARMS 3	33	71%	
WILD WILD RACING	03	71%	
WINBACK 2: PROJECT POSEIDON	76	53%	
WINNING ELEVEN 9	66	91%	
As close to real football as you'll ever see on your PS2.			
WINNING ELEVEN 10	76	90%	
Yet again, the finest football experience on PS2. Until *PES6*, anyway.			
WIPEOUT FUSION	19	73%	
WITHOUT WARNING	68	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	51	80%	
WORLD CHAMPIONSHIP RUGBY	48	55%	
WORLD WAR ZERO: IRONSTORM	48	77%	
WORMS 3D	42	80%	
WORMS 4: MAYHEM	64	47%	
WORLD RALLY CHAMPIONSHIP 4	55	87%	
WORLD SNOOKER CHAMPIONSHIP 2005	61	68%	
WRC: RALLY EVOLVED	68	89%	
WRECKLESS: THE YAKUZA MISSIONS	30	38%	
WWE SMACKDOWN! VS. RAW	56	85%	
WWE SMACKDOWN! VS. RAW 2006	69	83%	
WWF SMACKDOWN! JUST BRING IT	16	80%	
WORLD POKER TOUR	70	43%	
THE X-FACTOR SING	69	18%	
XGRA: EXTREME G	40	75%	
X-MEN LEGENDS 2: RISE OF APOCALYPSE	68	71%	
X-MEN: NEXT DIMENSION	31	67%	
X-MEN: THE OFFICIAL GAME	76	70%	
X-MEN: WOLVERINE'S REVENGE	36	75%	
X SQUAD	06	59%	
YETISPORTS ARCTIC ADVENTURES	65	44%	
YU-GI-OH!: DUELLISTS OF THE ROSES	41	62%	
ZATHURA	73	26%	
ZOE 2: THE 2ND RUNNER	35	79%	

PSP REVIEWS

Every PSP game PSM2 has ever reviewed. Look! Down there!

APE ACADEMY	68	85%	
BURNOUT LEGENDS	67	92%	
Like being smashed in the face in the best way possible. Stunning.			
BUST-A-MOVE GHOST	75	72%	
CAPCOM CLASSICS COLLECTION REMIXED	75	33%	
CHAMPIONSHIP MANAGER	70	51%	
COLIN MCRAE RALLY 2005	66	84%	
CODED ARMS	67	52%	
THE CON	69	45%	
CRASH TAG TEAM RACING	70	65%	
DARKSTALKER CHRONICLES	66	74%	
DAXTER	74	86%	
DEATH JR	69	47%	
DRAGON BALL Z: SHIN BUDOKAI	74	71%	
EVERYBODY'S GOLF	66	81%	
EXIT	72	84%	
F1 GRAND PRIX	66	71%	
FIFA 06	69	81%	
FIFA 2005	66	68%	
FIFA STREET 2	72	61%	
FIFA WORLD CUP GERMANY 2006	76	79%	
FIGHT NIGHT ROUND 3	73	84%	
FIRED UP	66	54%	
FOOTBALL MANAGER HANDHELD	73	80%	
FRANTIX	70	20%	
FROM RUSSIA WITH LOVE	73	60%	
GRAND THEFT AUTO: LIBERTY CITY STORIES	69	90%	
GTAIII Remixed, in essence, but still an absolute stormer of a game			
GHOST IN THE SHELL: STAND ALONE COMPLEX	70	50%	
GRADIUS PORTABLE	75	79%	
GO! SUDOKU	70	60%	
GOTTLIEB PINBALL CLASSICS	76	49%	
GRIPSHIFT	70	78%	
HARRY POTTER AND THE GOBLET OF FIRE	70	51%	
INFECTED	71	77%	
KAO CHALLENGERS	70	69%	
KING KONG	71	56%	
KOLOOMN	73	78%	
LEMMINGS	72	78%	
LOCOROCO	76	93%	
This cartoony blob-based puzzler is the best thing on PSP. Period.			
LORD OF THE RINGS TACTICS	69	80%	
LUMINES	66	85%	
MADDEN NFL 06	72	71%	
MARVEL NEMESIS: RISE OF THE IMPERFECTS	70	58%	
ME & MY KATAMARI	73	81%	
MEDIEVIL RESURRECTION	66	67%	
MEGAMAN POWERED UP	74	78%	
METAL GEAR ACID	66	57%	
METAL GEAR ACID 2	72	80%	
MERCURY	67	85%	
MIDNIGHT CLUB 3	66	87%	
MIDWAY ARCADE TREASURES: EXTENDED PLAY	73	68%	
MONSTER HUNTER FREEDOM	75	74%	
MX VS ATV UNLEASHED	74	61%	
NAMCO BATTLE MUSEUM	70	54%	

NEW ENTRY

LOCOROCO

Guide your blobs to safety in the happiest – and best – game on PSP.

NEW ENTRY

FIFA WORLD CUP 2006

Another thoroughly decent *FIFA*, but as ever, it just lacks that 'oomph'.

NEED FOR SPEED: MOST WANTED	70	68%	
NBA BALLERS: REBOUND	74	78%	
NBA LIVE 06	72	74%	
NBA STREET SHOWDOWN	66	80%	
NEED FOR SPEED UNDERGROUND RIVALS	66	84%	
NFL STREET 2	66	72%	
OUTRUN 2006: COAST 2 COAST	73	88%	
POPOLOCROIS	76	62%	
PQ: PRACTICAL INTELLIGENCE QUOTIENT	74	77%	
PRINCE OF PERSIA: REVELATIONS	71	76%	
PRO EVOLUTION SOCCER 5	69	80%	
PURSUIT FORCE	68	80%	
PUYO POP FEVER	76	67%	
RIDGE RACER	66	88%	
THE SIMS 2	71	67%	
SOCOM US NAVY SEALS: FIRETEAM BRAVO	71	83%	
SPIDER-MAN 2	66	50%	
SPLINTER CELL ESSENTIALS	74	72%	
SMART BOMB	66	36%	
SSX ON TOUR	69	79%	
STAR WARS BATTLEFRONT 2	70	80%	
STREET RIDERS	75	51%	
STREET FIGHTER ALPHA 3 MAX	72	84%	
SUPER MONKEY BALL ADVENTURE	76	62%	
SYPHON FILTER: DARK MIRROR	75	88%	
TALKMAN	76	72%	
TIGER WOODS PGA TOUR 2005	66	76%	
TIGER WOODS PGA TOUR 2006	69	72%	
TOCA RACE DRIVER 2	66	79%	
TOKOBOT	71	65%	
TOMB RAIDER LEGEND	75	64%	
TONY HAWK'S UNDERGROUND 2 REMIX	66	81%	
UNTOLD LEGENDS: BROTHERHOOD OF THE BLADE	66	66%	
VIEWTIFUL JOE: RED HOT RUMBLE	75	60%	
VIRTUA TENNIS WORLD TOUR	66	91%	
A 'must have' title. The best sports sim on PSP			
WINNING ELEVEN 9	68	79%	
WIPEOUT PURE	66	84%	
WORLD RALLY CHAMPIONSHIP	66	80%	
WORLD SNOOKER CHALLENGE 2005	67	70%	
WORLD TOUR SOCCER	68	73%	
WORMS: OPEN WARFARE	73	63%	
WWE SMACKDOWN! VS RAW 2006	70	85%	

NEW ENTRY

SUPER MONKEY BALL ADVENTURE

In which the concept of monkeys in balls is ruined with a rubbish RPG element. Bah.

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

Guiding you by the hand through the murky minefield of PlayStation gaming.

01 X-MEN: THE OFFICIAL GAME

ICEMAN DANGER ROOM MISSIONS

Start the game up and find the Cerebro Files menu, press →(x2), ←(x2), ↓, ↑, ↓, ↑, START to unlock the bonus Iceman Danger Room missions.

NIGHTCRAWLER DANGER ROOM MISSIONS

At the Cerebro Files menu, press ↑(x2), ↓(x2), ←, →, ←, ←, START to unlock the bonus Nightcrawler Danger Room missions.

WOLVERINE DANGER ROOM MISSIONS

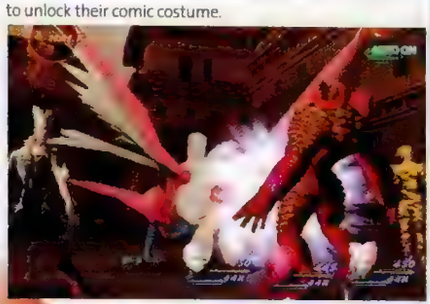
At the Cerebro Files menu, press ↓(x2), ↑(x2), →, ←, →, ←, START to unlock the bonus Wolverine Danger Room missions.

DANGER ROOM MISSIONS

Successfully complete an Act with a character to unlock one of their Danger Room mission. Successfully complete all three Acts with a character to unlock all three of their bonus Danger Room missions.

BONUS COSTUMES

Collect all Weapon X files with a character to unlock their street costume. Collect all Sentinal Techs with a character to unlock their comic costume.



02 SHIN MEGAMI TENSEI: DIGITAL DEVIL SAGA

COMPLETION BONUSES

Successfully complete the game and save when prompted after the ending sequence and credits. Load the cleared game file to start with all previously learned combos and Mantras from the previous game session. You can also learn the Human Form skill and fight a bonus Boss.

EASY EXPERIENCE AND MONEY

When in the underground waterway close to the third save point, you will encounter a Pixie with about 300 HP. Knock it down to about one half of its HP (use physical immune to expel), then wait for it to call for reinforcements. A High Pixie (also about 300 HP) should appear. Kill the High Pixoe in one round, and the Pixie will summon another during the next round or so. Repeat this as many times as desired.

03 ROGUE TROOPER

COMPLETION BONUSES

Successfully complete the game on any difficulty setting. Start a new game, enter the Options menu, then select Cheats. The following cheat options may now be activated:

EXTREME RAGDOLL: Changes the ragdoll physics.

HIPPY BLOOD: Changes spilled blood into colourful flowers. Aw, eh?

LOW GRAVITY RAGDOLL: Enemies will fly away when killed. Put them in orbit by destroying their oxygen tank.

04 STATE OF EMERGENCY 2

PLAY AS BOB IN MULTIPLAYER MODE

Get the destruction target in the first level to unlock Bob in Multi-player mode.

PLAY AS FREAK

Successfully complete the game to unlock Freak.

PS2 TIP

1 PUYO POP FEVER

ALL CHARACTERS

Enter the Single or Endless mode starting menu, then quickly press ↑, ↓, △, ○, START to unlock all characters. If you entered the code correctly, you will hear a sound.

ALL CHARACTERS AND INTERMISSION SEQUENCES

At the options menu, choose the Gallery selection. Highlight the 'View Cut-scenes' option, then hold L2 and ↑, ↓, ←, → to unlock all characters and intermission sequences.

PLAY AS POPOI

Successfully complete the WakuWaku course on the normal difficulty setting to unlock Popoi.

PLAY AS CARBUNCLE

Either get less than four or more than twelve fevers without any continues in HaraHara mode to unlock Carbuncle. Alternately, successfully complete the game with your number of continues as a multiple of seven.

TIPS ROUND-UP

MICRO MACHINES

MICRO SOCCER

Find the three hidden stars located in Beachside GP in single player mode. They are located to the left outside of the submarine helmet; behind the sand castle before the beach ball; and underneath the first jump at the very beginning.

MICRO MARBLE

Find the three hidden stars located in 911: Emergency GP in single player mode. They are located at the first sewerage drain to the right at the start; among the group of boxes close to the start; and behind a wall after going down a flight of stairs.

BIG HEADS

Find the three hidden stars located in This Ol' House GP in single player mode. They are located behind the jack-in-the-box close to the start; in a bon-bon located on the wooden planks above where is possible to see the man taking a bath down below; and in a pipe that is located directly after the big spider – the star should be to the right once you go through the pipe.

MIRROR TRACKS

Find the three hidden stars located in Toy Town Sci Fi GP in single player mode. They are located after the first teleport go left, there should be one located on underneath a pipe and next to a cup; after going through the first teleport, another star is located to the right on a arm of a chair; and a star is located behind a pillar to the right of the speed up the has the freeze and pause power-ups.

JAK 3

CHEAT MODE

Spend the following amount of Precursor Orbs at the Secret screen to unlock the corresponding cheat option. Note: The options will not be available for purchase until after the indicated Act is completed:

BAD WEATHER:
5 Precursor Orbs (Act 1-1)

BIG HEAD MODE:
3 Precursor Orbs (Act 1-1)

BLASTER DAMAGE UPGRADE:

05 FINAL FANTASY XII

ADRAMELK SUMMON

Go to the Zertinan Cavern, which can be reached through Nam-Yensa Sandsea, Ogir-Yensa Sandsea, Ozmone Plains, or Dalmasca Westsand. Go to the centre of Asroza Sandflow (this area is best accessed through the Dalmasca Westersand) and you will encounter the Adramelk Boss. Defeat the Boss to get the Adramelk summon.

QUEKLAIN SUMMON

It is recommended that you be at level 45 or higher before attempting to obtain this summon. First, successfully complete the Mob Hunt mission for White Mouse to get the Water Gate Key. Go to the Central Control area and use the Water Gate Key to close the gates to the 11th and 4th areas, using the little pedestals on the ground. Then, go into the fourth Accessory District and find a control for the first area gate and activate it. Return to the Central Control area and reopen the eleventh and fourth gates, then close the tenth and third gates. Next, go to the third Accessory District and again close the switch to the first area. Return again and open the tenth gate and close the fourth. You should now be able to go to the south part of the first Control Area where you will find the Queklain Boss. Defeat the Boss to get the Queklain summon.

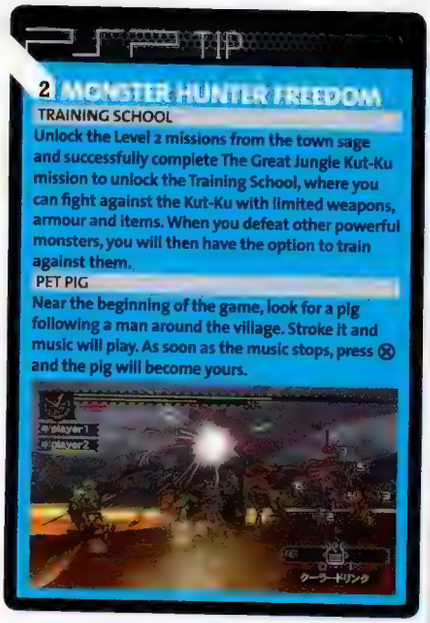
ZODIAC SUMMON

Get ten or more Espers and finish the Mindflare Mob Hunt mission (rank B). Next, talk to Feng Shui Master Yuggil in Jaharago. Then, go to Henne Mines to fight the Zodiac Boss. Defeat the Boss to get the Zodiac summon for your growing collection.

06 AEON FLUX

CHEAT MODE

Enter the Extras screen from the main menu, then select



2 MONSTER HUNTER FREEDOM

TRAINING SCHOOL

Unlock the Level 2 missions from the town sage and successfully complete The Great Jungle Kut-Ku mission to unlock the Training School, where you can fight against the Kut-Ku with limited weapons, armour and items. When you defeat other powerful monsters, you will then have the option to train against them.

PET PIG

Near the beginning of the game, look for a pig following a man around the village. Stroke it and music will play. As soon as the music stops, press ⊗ and the pig will become yours.

the Cheats option to display a military-style alphabet code entry screen (Alpha for 'A', Bravo for 'B', Charlie for 'C', etc.). Select the proper words to spell one of the following codes. If you entered the code correctly, the message 'Cheat Unlocked' will appear. To activate the cheats, pause the game and select the 'Cheats' option.

INVINCIBILITY
Enter 'TRIROX' as a code.

REFILL HEALTH
Enter 'HEALME' as a code.

INFINITE HEALTH
Enter 'CLONE' as a code.

INFINITE POWER STRIKES
Enter 'LCVG' as a code.

INFINITE AMMUNITION
Enter 'FUG' as a code.

ONE- HIT KILLS
Enter 'BUCKFST' as a code.

FREE FATALITIES
Enter 'CUTIONE' as a code.

ACTION MOVIES
Enter 'BAGMAN' or 'UKGAMER' as a code to unlock the corresponding Action movie while playing the game.

ALL SLIDE SHOWS
Enter 'PIXES' as a code to unlock all slide shows at the 'Extras' screen.

ALL REPLAY EPISODES
Enter 'BAYOU' as a code to unlock all Replay episodes at the Extras screen.

BOMBER JACKET COSTUME
Enter 'JACKET' as a code to unlock the Bomber Jacket costume at the Extras screen.

FAME COSTUME
Enter 'GRAY' as a code to unlock the Fame costume at the Extras screen.

FASHION UNA, HOSTESS JUDY, MONICAN FREYA, AND UNA COSTUMES
Enter 'CLOTHES' as a code to unlock the Fashion Una, Hostess Judy, Monican Freya, and Una costumes at the "Extras" screen.

MRS. GOODCHILD COSTUMES
Enter 'WHITE' as a code to unlock the Mrs. Goodchild costumes at the Extras screen.

REVELATION COSTUMES
Enter 'ARMS' as a code to unlock the Revelation costumes at the Extras screen.

WAR COSTUMES
Enter 'BLUR' as a code to unlock the War costumes at the Extras screen.

SEED COSTUMES
Enter 'MOVIE' or 'URBAN' as a code to unlock the corresponding Seed costumes at the Extras screen.

FUNNY COSTUMES
Enter 'FUN' as a code. Note: If this code is enabled, the game will not let you fire a cannon.

GLAMOUR COSTUMES
Enter 'OSCAR' as a code. Note: If this code is enabled, the game will not let you fire a cannon.

BUSINESS COSTUMES
Enter 'TREVOR' as a code. Note: If this code is enabled, the game will not let you fire a cannon.

TIPS ROUND-UP

6 Precursor Orbs (Act 1-9)
DARK JAK INVISIBILITY:
25 Precursor Orbs (Act 3-11)
FAST MOVIES:
5 Precursor Orbs (Act 1-1)
INCREASED BLASTER GUN AMMO CAPACITY:
4 Precursor Orbs (Act 1-17)
Increased Peace Maker AMMO CAPACITY:
4 Precursor Orbs (Act 2-19)
Increased Scatter Gun AMMO CAPACITY:
4 Precursor Orbs (Act 1-17)
RACHET AND CLANK GUN COURSES:
6 Precursor Orbs (Act 2-12)
SCATTER GUN RATE-OF-FIRE UPGRADE:
6 Precursor Orbs (Act 1-9)
SCRAP BOOK:
2 Precursor Orbs (Act 1-24)
SLOW MOVIES:
5 Precursor Orbs (Act 1-1)
Small Head Mode:
3 Precursor Orbs (Act 1-1)
TOGGLE JAK'S GOATEE:
2 Precursor Orbs (Act 1-1)
UPGRADE VEHICLE TOUGHNESS:
15 Precursor Orbs (Act 2-14)
VULCAN FURY DAMAGE UPGRADE:
6 Precursor Orbs (Act 1-17)

THE INCREDIBLES

CHEAT CODES
Pause the game, select the Secrets option, then enter one of the following to activate the corresponding cheat function. Note: Some codes are only available in specific levels.

LEVEL SELECT
SpringBreak

COMPLETE LEVELS WITH BOMBVOYAGE
Labombe

INFINITE ELASTIGIRL POWERS
Flexible

TEMPORARY INFINITE INCREDI-POINTS
Showtime

DESTROY ALL NEARBY ENEMIES AND ITEMS
SmartBomb

SUPERSPEED INCREDI-POWER WHILE RUNNING
DanielTheFlash

FAST RUNNING AND RAMMING INCREDI-POWER
McTravis

TEMPORARY INFINITE INCREDI-POWER WHILE PLAYING AS DASH
DashLikes

TEMPORARY INFINITE INCREDI-POWER WHILE PLAYING AS VIOLET
TonyLoaf

DASH NOT HURT WHEN RUNNING INTO OBJECTS
Gilgendash

HENCHMEN ALWAYS LAUNCH DEATH SHRAPNEL
Dandruff

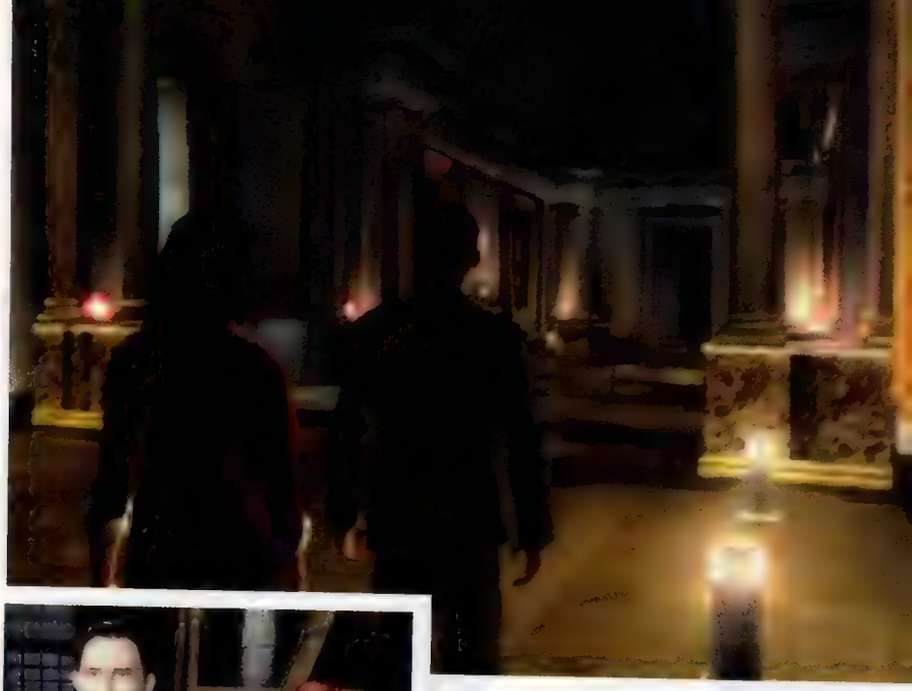
HEALTH REMAINS CONSTANT
PinkSlip

FINDTRAILS AND SUPERPUNCH
Kronos

SHOOT BEAMS TEMPORARILY
GazerBeam

FIRE TRAIL
AthletesFoot

EASIER GAME
BoaPlace



07 THE DA VINCI CODE

THE LOUVRE REVISITED LEVEL
Enter 'THE VITRUVIAN MAN' as a code at the Codes screen under the options menu in order to unlock The Louvre Revisited level.

SHED BOX CODE IN MANSION
The code for the box in the shed is 13, 21, 34.

PUZZLE SOLUTIONS
Puzzle 1: Rearrange the 'OH LAME SAINT' message into 'THE MONA LISA'.
Puzzle 2: The Mona Lisa code is "Da Vinci painted those that knew between Bacchus and Uriel lies the clue."
Puzzle 3: The solution to the painting puzzle to get the dirt off is: first Chitinase, then Dismutase, then Catalase.
Puzzle 4: The solution six statue puzzle is: Venus in the middle, Jupiter on the top, to the right of that, Mars, to the right of that, Aeneas, to the right of that, Cupid, to the right of that, Vulcan.
Puzzle 5: The floor safe solution is: Sion across the middle.

08 ACE COMBAT ZERO: THE BELKAN WAR

ADF-01 FALKEN
Have a saved game file from *Ace Combat 4: Shattered Skies* and *Ace Combat 5: The Unsung War* on your memory card to unlock the ADF-01 Falken for purchase in the hangar after Mission 1. Alternately, have a saved game file from *Ace Combat 5: The Unsung War* on your memory card. Then, successfully complete Campaign mode with all three Ace Styles on any difficulty setting. Alternately, get the Supreme Mercenary, Supreme Soldier, and Supreme Knight medals. Successfully complete Campaign mode on the Ace difficulty setting to unlock the SP colour scheme for the ADF-01 Falken.

X-02
Have a saved game file from *Ace Combat 4: Shattered Skies* and *Ace Combat 5: The Unsung War* on your memory card to unlock the X-02 for purchase in the hangar after Mission 1. Alternately, successfully complete Campaign mode twice with a different Ace Style each time to unlock the X-02. Successfully complete Campaign mode on the Hard difficulty setting to unlock the SP colour scheme for the X-02.

MIRAGE 2000
Successfully complete Mission 5 to unlock the Mirage 2000. Shoot down the Mirage 2000D Wuerfel in Mission 2 to unlock the SP colour scheme for the Mirage 2000.

RAFALE M
Shoot down the Espada 2 in Mission 15 to unlock the Rafale M and its SP colour scheme.

SU-27
Successfully complete Mission 9 to unlock the Su-27. Shoot down the Su-27 Postler 1 and 2 in Mission 4C on the Ace difficulty setting to unlock the SP colour scheme for the Su-27 craft.

SU-32
Successfully complete Mission 12 to unlock the Su-32. Shoot down the Su-32 Humle in Mission 7 on the Ace difficulty setting to unlock the SP colour scheme for the Su-32 craft.

SU-37
Shoot down the Gelb Squadron in Mission 6 to unlock the Su-37 and its SP colour scheme.

SU-47
Shoot down the Gault Squadron in Mission 16 in Soldier Ace Style to unlock the Su-47 and its SP colour scheme

TND GR.4
Successfully complete Mission 8B to unlock the TND Gr.4. Shoot down the TND Gr.4 Weihe in Mission 14 to unlock the SP colour scheme for the TND Gr.4.

TYPHOON
Shoot down the Rot Squadron in Mission 3 in Mercenary Ace Style to unlock the Typhoon and its SP colour scheme.

X-29A

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

Successfully complete Mission 8C to unlock the X-29A. Shoot down the X-29A Hundert in Mission 4A on the Ace difficulty setting to unlock the SP colour scheme for the X-29A craft.

YF-23A

Shoot down the Wizard Squadron in Mission 16 in Knight Ace Style to unlock the YF-23A and its SP colour scheme.

KNIGHT COLOUR SCHEME

Successfully complete Campaign mode in Knight Ace Style to unlock the Knight colour scheme for all aircraft.

MERCENARY COLOUR SCHEME

Complete Campaign mode in Mercenary Ace Style to unlock the Mercenary colour scheme for all aircraft.

SOLDIER COLOUR SCHEME

Successfully complete Campaign mode in Soldier Ace Style to unlock the Soldier colour scheme for all aircraft.

09 RAMPAGE: TOTAL DESTRUCTION

CHEAT MODE

At the main menu, press L2 + R2 to display the code entry screen. Then, enter one of the following codes to activate the corresponding cheat function. If you entered the code correctly, you will hear a sound. Note: The effects of the codes will not be saved with your game.

ALL LEVELS

Enter '271828' as a code to unlock all levels.

ALL LEVELS AND MONSTERS

Enter '141421' as a code to unlock all levels and monsters.

ALL SPECIAL ABILITIES

Enter '011235' as a code to unlock all special abilities for all the monsters. Note: The star points will not appear on their cards.

ONE-HIT BUILDING DESTRUCTION

Enter '071767' as a code.

INVINCIBLE TO MILITARY ATTACKS

Enter '986960' as a code.

DEMO MODE WITH TWO RANDOM MONSTERS

Enter '082864' as a code. Note: This will earn you PAR Damage Stars.

INSTANT DEMO MODE WITH TWO RANDOM MONSTERS

Enter '874098' as a code.

COMPLETE STARS

View opening sequence

VIEW ENDING SEQUENCE

Enter '667300' as a code.

VIEW CREDITS

Enter '667301' as a code.

DISPLAY VERSION NUMBER

Enter '667302' as a code.

DISABLE ALL CHEATS

Enter '314159' as a code.

CONTROL LOADING SCREEN

Press any button on the loading screens and your monster will make funny noises.

PLAY AS BUBBA THE BLOB

Unlock every other monster in order to play as Bubba.

10 PRO EVOLUTION SOCCER MANAGEMENT

GOOD FREE AGENTS

On February 1st and June 30th, players' clubs let contracts slip, leaving them free agents. Players like Sol Campbell, R. Kovac and Serginho will become available.

TIP

2 NBA BALLERS REBOUND

ALL ALTERNATE GEAR, PLAYERS, AND MOVIES

Enter 'NBA BALLERS TRUE PLAYA' as a Phrase-ology code to unlock all of the alternate gear, players, and movies.

ALLEN IVERSON'S RECORDING STUDIO

Enter 'THE ANSWER' as a Phrase-ology code to unlock Allen Iverson's Recording Studio.

CLYDE DREXLER'S ALTERNATE GEAR

Enter 'CLYDE THE GLIDE' as a Phrase-ology code to unlock Clyde Drexler's alternate gear.

LEBRON JAMES' ALTERNATE GEAR

Enter 'KING JAMES' as a Phrase-ology code to unlock Lebron James's alternate gear.

SCOTTIE PIPPEN'S YACHT

Enter 'NICE YACHT' as a Phrase-ology code to unlock Scottie Pippen's Yacht.

STEVE FRANCIS' ALTERNATE GEAR

Enter 'RISING STAR' as a Phrase-ology code to unlock Steve Francis's alternate gear.

WILT CHAMBERLAIN'S ALTERNATE GEAR

Enter 'WILT THE STILT' as a Phrase-ology code to unlock Wilt Chamberlain's alternate gear.

PSM2 MICRO GUIDE

All the hardest bits BESTED in one fat eyeful

THIS MONTH: HITMAN: BLOOD MONEY

A VINTAGE YEAR

Enter the outer gate on the west wall and clamber up the boxes, crossing the garden and shimmying up the pipe to an open window. Through the left door and down the stairs is a lock-pickable guard dorm, complete with snoozy guard and VIP Guard uniform. Nip upstairs, crack the lock of one of the two rooms at either end of the corridor and fibrewire Don Fernando. As for Manuel: he'll stroll alone in the wine cellar. Execute the hit.

CURTAINS DOWN

[redacted]

FLATLINE

To the west of the clinic you can use a pipe to pootle across the roof. Drop right and sneak up on the guard, then steal the keycard. Through the gates to the Medical Wing, sneak up on the office-sitter and snap his neck. Wearing his robes, cross the gangplank to the 'wards' and find Smith in the third room on the left. 'Death Serum' time. The gang members? Kill one by setting a bomb above the 'globe room'; another by pressing ⊗ next to the gas cylinder in the kitchen; and the third by asphyxiating him with his weights.

A NEW LIFE

[redacted]

THE MURDER OF CROWS

Purayah's office is off to the northwest. Chicken-thugs will bar your entry, but duck down the alley when no-one's looking and you'll find one. Suited up, use the door opposite to reach Purayah, snuff him out, and steal his walkie talkie. As for Mason, climb onto the bins in the little courtyard on the west side, and you can follow the balconies to a booby-trap a suspended piano. Which Mason will stand underneath. Kulinksy will be on the third floor in a NE or SE building.

YOU BETTER WATCH OUT

[redacted]

DEATH ON THE MISSISSIPI

Grab a sailor suit from a seaman on the port side. Then crack the lock on the engine room beneath the gantries. Gator Gang 1's here: brain him with a shovel. Up on the third deck, wait for Gator Gang 2's girl to leave, wedge the door open to stop it locking, then murder. Run north, then double back up the stairs to the south end of fourth deck. Gator Gang 3's walking the stern. Wait by the stairs up to fifth, and a Purser will appear. Kill him The three Gator Gang members upstairs, and Muldoon himself, are a formality.

TILL DEATH DO US PART

[redacted]

A HOUSE OF CARDS

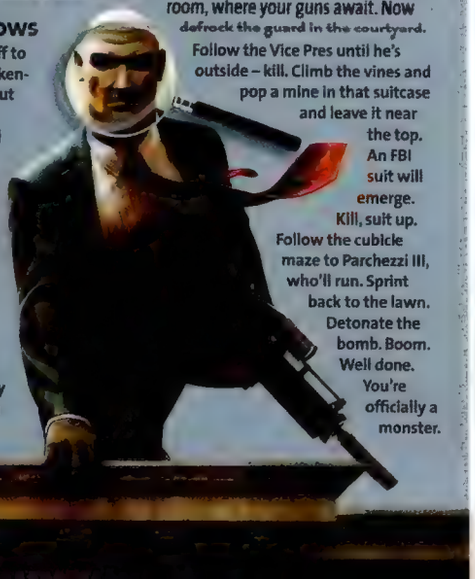
Check in at the desk to the east – you get a keycard to room 701. Now go into the men's toilets and pick the lock. In the corridor, a waiter will appear. Kill him. Enter the lounge. The sheik and the scientist will hold a meeting. Plant a mine in the case they drop. Bang. Now for the chap on floor eight. Head up to 701, then climb over the balcony and shimmy along until you're able to climb up a vine-covered wall to the top floor. You can then creep your way into the window of your hit, deal with him, grab the suitcase, and leg it.

A DANCE WITH THE DEVIL

[redacted]

AMENDMENT XXV

A tourist stops behind the bus – pop the Silverballers in her case. Stroll through security and into the toilets, where a cloakroom attendant has a costume. This lets you into the security room, where your guns await. Now ~~defrock the guard in the courtyard~~. Follow the Vice Pres until he's outside – kill. Climb the vines and pop a mine in that suitcase and leave it near the top. An FBI suit will emerge. Kill, suit up. Follow the cubicle maze to Parchezzi III, who'll run. Sprint back to the lawn. Detonate the bomb. Boom. Well done. You're officially a monster.



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ISSUE 24 OUT NOW!

2 FREE GIFTS!

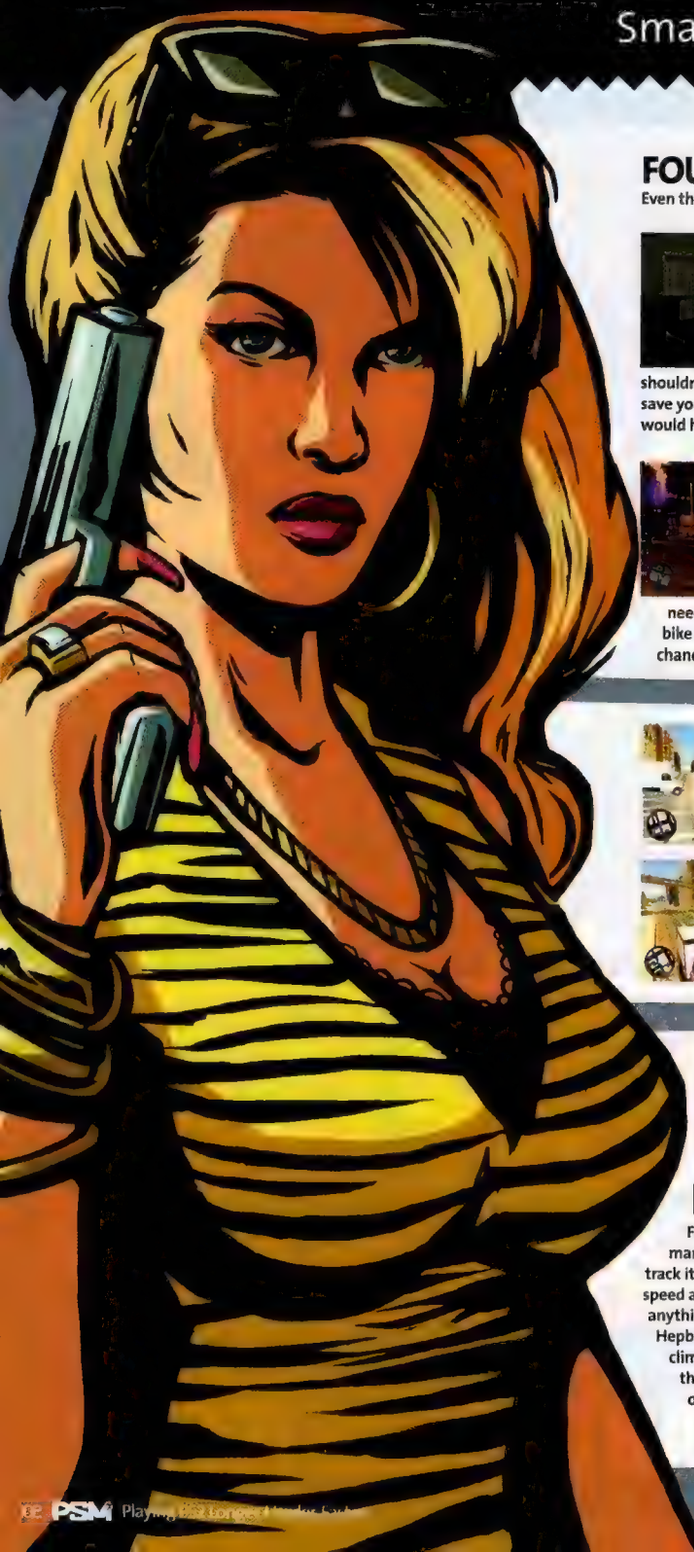
DVD! + YU-GI-OH! GAME DISC!

ALL NEW SONIC COMIC STARTS THIS ISSUE!

"ONE MORE TIME ON PS2"

GRAND THEFT AUTO: LIBERTY CITY STORIES

Smarter ways to play the PS2 version – plus new maps.

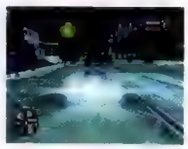


FOUR KEY NEW TIPS FOR PLAYING THE PS2 VERSION

Even though the PS2 version is a direct port of the PSP incarnation, there are a few advantages to playing it on the big console...

LOADING TIMES
The loading times for entering safe houses and saving is lightning fast compared to PSP so there's absolutely no excuse not to save between missions. It takes a bit of discipline, but the islands aren't that big, so it shouldn't take too long to nip back after each misson. This will save you a load of money and ammo in the long run – that would have been taken off you when Wasted or Busted.

DRIVE-BYS
Due to the lack of L2 and R2 on PSP, you couldn't steer when doing drive-bys, which meant you could only attempt them in short bursts on very straight roads. We'd still recommend that, in any mission in which you need to gun down cars (such as a Volatile Situation), to use a bike as you can shoot forward – but you'll have a better chance of taking down pedestrians on PS2 if you're in a car.



DRIVING BACKWARDS
With L2 and R2, you can look back when reversing. This is important when backing out of the Pay'n'Spray. When you use it, your wanted level doesn't disappear; instead it flashes and will return to the previous level if you commit a felony such as knocking a police car – and there'll be a pile of police cars waiting for you at the bottom of the ramp. Use L2 and R2 to look behind and ease your way out.

BIGGER SCREEN
A bigger screen means allows you to see the action far more clearly and makes it easier to do the following: Use the HUD – then you'll spend less time spent going to the pause screen map. Also use the sniper rifle – long-distance shooting is great for missions in which you need to storm an enemy base. The more guards you can clear from distance the better.

A VOLATILE SITUATION

Island: Portland **Difficulty:** ★★★★☆ **Reward:** $1000

Sindacco snitch JD tips Toni off about a plan to destroy a Leone-run casino in downtown St Mark's. Before you accept the mission, stock up on a load of SMG ammo and get yourself a PCJ bike. Drive to the casino and wait for the first wave of Sindacco hitmen to arrive. The moment they appear on the map (as a red triangle), go after them. Don't just wait for them to arrive. Before they get anywhere near the casino, fire at them from your bike and destroy their car. After three waves of goons, they'll drive a bomb truck up to the front of the casino. Jack it as soon as it pulls up and drive it away. Once the 'safe distance' meter is full, run the Hell away to avoid explosive death. Ka, and indeed, Blam.

CALM BEFORE THE STORM

Island: Portland **Difficulty:** ★★★★☆

Reward: $3000

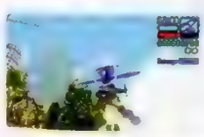
Leone rival Massimo is taking a helicopter across town and it's your job to track him. Firstly, you have a minute and a half to reach Salvatore's mansion, then you have to stay under the chopper and track its movements. Use a PCJ for this – you'll need both speed and the ability to weave between traffic. Don't stop for anything. His first port of call is the construction yard near Hepburn Heights. After this, follow him to Chinatown and climb to the roof. The Triads will start attacking, so waste them, including the ones on the ground below. Watch out for the snipers on the roof – they can take you out with just a few shots.

CAUGHT IN THE ACT

Island: Staunton **Difficulty:** ★★★★☆

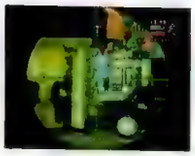
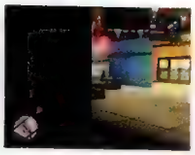
Reward: $2000

The first wave of enemies are on the rock to your left. Go for their heads to wipe them out quickly. Next up, a jetty loaded with agents. Shoot the explosive barrels near them to cause splash damage and leap over the ramp. Fend off the speedboats by shooting their drivers, cross another jetty and then a helicopter arrives. Shoot the agents so they fall off the sides, then blow up the chopper.



SEARCH AND RESCUE

Island: Staunton **Difficulty:** ★★★★★
Reward: $2000

Get the limo and park it by the alley, then go around the block to the opposite side and creep to the alley edge. Toss a couple of grenades in, then move to the grass opposite the alley and clear it with the sniper rifle. Now find Sal and take out two guards at close range. Now it gets tough as you have to get yourself and Sal out. Two gangsters rush in so take them out – the problem is now is that the rest of the gang just stand and wait. Hug one wall of the alley entrance so you can avoid being hit from that direction, then edge near the entrance hitting your target at the earliest point. Continue doing that, alternating each side, and you should be able to squeeze out.

A WALK IN THE PARK

Island: Staunton **Difficulty:** ★★★★★ **Reward:** $5000

Here, you have to assassinate the Mayor and nick his phone. The best way to take him out is by sniper rifle in the park. Take the first entrance on the right hand side of the park as you approach it from the phone box and position yourself on hill so you can cap him as he crosses the bridge. If you miss and he escapes in his car, chase him and bring him down with drive-bys and ramming. Be careful when you pick up the phone as the Mayor's guard will still be after you.

SHOGUN SHOWDOWN

Island: Shoreside **Difficulty:** ★★★★☆ **Reward:** $6000

The Yakuza have a 'special' stash on Staunton and Salvatore wants it destroyed. Shoot over the suspension bridge and roll up to the compound. It's heavily-guarded and it seems there's no way in. But there is. Obviously. After a few minutes, a Yakuza car will leave the compound, causing the gate to open. This is your cue to charge in with your assault rifle. Take out the assorted goons and turn the corner – yes, the stash is a tank! You have to destroy it, though, so take it to the bomb shop near your Staunton safehouse, causing chaos and destruction along the way. Stand well back and detonate the bomb to complete the mission.

ROUGH JUSTICE

Island: Shoreside **Difficulty:** ★★★☆☆ **Reward:** $4000

Salvatore's in jail, but that doesn't mean he can't still give orders. Go to the costume shop marked by the shirt icon on the map and get yourself the lawyer outfit. Go back to the station and Sal will brief you. You have to team up with a gang of local Hoods and wipe out two large groups of Forelli brothers. They won't go for you until you destroy their cars, so hang back and blow them up with your rocket launcher, or whatever heavy weapon you have. The Hoods are useless, so don't wait up for them – go solo, hang back and take out the on-foot soldiers. Some have a habit of getting trapped in doorways, so keep your eyes open for any stragglers around.

PANLANTIC LAND GRAB

Island: Shoreside **Difficulty:** ★★★★☆ **Reward:** $6500

Drive Donald Love to the airport. Carrington will drive away, protected by two Hummers filled with gunmen. The trick here is to get rid of the gunmen first. Perform a drive-by and you can blow them up easily. Now for Carrington. You *mustn't* blow up his car. Pop his tyres with bullets and fire at him in short bursts. After some ramming and gunfire he should be spooked enough to leave the motor. Kill him and take the plans. Simple.

MORE DEADLY THAN THE MALE

Island: Shoreside **Difficulty:** ★★★☆☆ **Reward:** $7000

Your goal here is an arms shipment guarded by Yakuza gangsters. Make your way to the pier and stay well back. Use your sniper rifle to clear the area of visible mobsters then charge in with an automatic weapon to mop up the rest. When the area is clear, steal the speedboat and go to the top of Staunton to meet Phil. On the way, Yakuza boats will try and blow you up. You can either fend them off with drive-by shooting, fire rockets from the boat or just drive straight through them. Gain enough speed and they'll get nowhere near you.

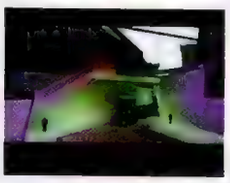
THE PORTLAND CHAINSAW MASQUERADE

Island: Portland **Difficulty:** ★★★★☆ **Reward:** $3000

Go to the tanker moored by Vincenzo's place at the docks and enter the door marked by the yellow circle. Once inside, run through the corridors until you see a small alcove to the right. Get the Colt Python. Enter the cargo bay and scores of hoodlums will come running. This is where the Python comes in handy because it kills them with one shot. When they're all dead, waste the treacherous Vinnie to finish the mission.

CASH CLASH

Island: Stauntone **Difficulty:** ★★★★★ **Reward:** $3000



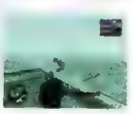
You have to blow up three armoured vans, so get yourself a rocket launcher. The three trucks are in a convoy so if you try to intercept them, they'll drive off and scatter, making it difficult to take them all out. So what we recommend you do instead is simply create something of a roadblock near their destination. Jack cars to block the street and the passing traffic should create a decent traffic jam, then when the trucks try to force their way through, hit them with a barrage of rockets. Keep on firing for as long as you can, and even if you can't get direct hits, the chain reaction from the exploding cars should blow them all up.

THE SICILIAN GAMBIT

Island: Portland **Difficulty:** ★★★★★ **Reward:** $500,000

This is the last, and perhaps most difficult, mission to complete as it's sooo long, so we've separated it into several stages.

THE MAYOR'S OFFICE
Choose Salvatore's Sentinel to get there as it's quick. Make sure you know where the access ramp to the Callahan Bridge is and take the right hand lane. Once at the office, concentrate on clearing the step of bad guys.



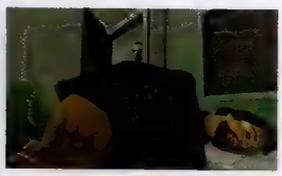
THE BOAT SHOOTOUT
Drive Sal to the pier and keeping using the auto-aim to spot any Sicilians. Once in the boat it becomes an on-rail shooter. As the mini-gun is so powerful just hold down fire and pepper the boats with gunfire.

THE LIGHTHOUSE
Make very gradual progress continually tapping the auto-aim to lock on to guards at the earliest opportunity. Some guards are crouched behind cover making them hard to hit, so grenades can help.

THE CHOPPER FACE OFF
The last part of the mission has you trying to take down a helicopter from on top of the lighthouse. Sounds tough, but it's actually not that bad. Make sure you use the body armour available to keep yourself alive then use your most powerful assault rifle and trust the auto-aim to target the helicopter. Fire without restraint and it will soon go down in a ball of flame. And that's it – game over. You've conquered *Liberty City Stories*. Well done.

MORGUE PARTY RESURRECTION

Island: Shoreside **Difficulty:** ★★★★★ **Reward:** $4000



Take Donald and head off to retrieve the bodies of the journalist Ned Burns and Avery Carrington. Go for Burns first, who's on Staunton Island. When you enter the hearse you'll immediately get yourself a two-star wanted level, so drive straight ahead from where you entered the car to get a bribe and lower it. Time is tight like you wouldn't believe, so drive the corpse back to the marked hangar in the airport on Shoreside as quickly as you possibly can. When you've delivered it, find the hospital and take the ambulance that contains Avery's body. The ambulance topples over terrifyingly easily, so keep it steady. The cops ram you a lot and you can't risk rolling over. Go to the airport hangar again to dump the corpse – and that's that.

PORTLAND

HARWOOD

ST MARKS

HEPBURN HEIGHTS

TOP TIP
Use the item maps provided to locate the body armour, preferably some near your safe house, then constantly replenish it before saving. Body armour makes every shooting mission easier.

RED LIGHT DISTRICT

PORTLAND BEACH

PORTLAND ROCK

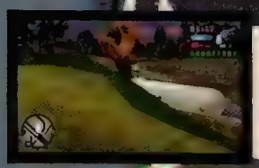
PORTLAND VIEW

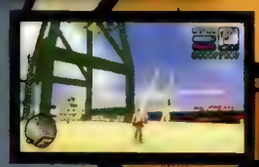
CHINATOWN

TRENTON

PORTLAND HARBOUR

CALLAHAN POINT





ATLANTIC QUAYS

KEY
Armour
Bribes
Hidden Packages
Odd Jobs
Rampages
Stunts
Weapons
ASPATRIA
ROCKFORD
FORT STAUNTON
LIBERTY CAMPUS
NEWPORT
BELLEVILLE PARK
CALLAHAN BRIDGE
TORRINGTON
BEDFORD POINT
TOP TIP
We've highlighted Police Bribes on each island. Many of the missions result in a Wanted Level so even if you can lower it by one star it will make your home journey much easier.
STAUNTON ISLAND

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

KEY

- Armour
- Bribes
- Hidden Packages
- Odd Jobs
- Rampages
- Stunts
- Weapons

COCHRANE DAM

CEDAR RIDGE OBSERVATORY

CEDAR GROVE

PIKECREEK

WICHITA GARDENS

FRANCIS INTERNATIONAL AIRPORT

TOP TIP

Always keep your distance and use scenery for cover – never rush in. Pump ⊡ to auto-aim so you can lock on to the targets from as far away as possible, then fire until the target is down.

SHORESIDE VALE

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There are a few missions where your choice of costume is vital to their completion, but mostly they're just for show. Among the dozens of secret costumes to unlock (by finishing certain missions) are a Kill Bill-style 'Dragon' jumpsuit, a lovely hockey mask/overalls combo and a lawyer's suit. Dress to kill.

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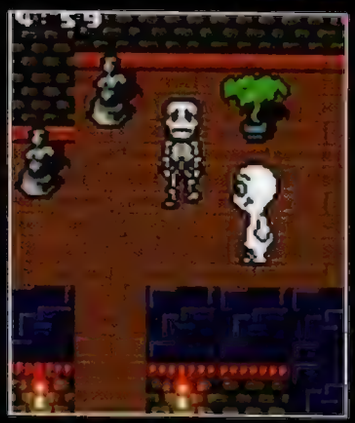

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KEN KUTARAGI SAYS: "PS3'S A COMPUTER! HONEST!" AGAIN...

Dear British Tax Police,

Hey! Dudes! How's it hanging? Ken here. Yeah, that's right! The Ken-Meister! Kut-Master-Ragi-Fresh! Yeah! How're all those games I've been sending you? And did you get that Walkman? And the pen with a watch in it? Sweet! Long time no par-tay! Right? Look, fellas, I've got a bit of a favour to ask you...

Hey, remember that night in Spearmint Rhino? Must have been about five years ago. Just before the launch of PS2, coincidentally... Man, that night was kraaaazy! My credit card is still smarting after that one. Pheeewey! I didn't realise there were that many lapdancers IN THE WORLD! Phew... eh? Mate?

Anyway, I'm writing you about PlayStation 3. No biggie. Just wanted drop you a line to let you know that – as you know – PlayStation 3 is a computer. Yes. Hey! You're smart guys. You know what you're doing. And you know that PlayStation 3 is DEFINITELY A COMPUTER. Right? Not a games console. Games console? Where! Who? Me?! Hahahaha...

Hey! Remind me to send you some batteries for that Walkman! I've got some riiiight here. About 10 million of them. Or how about I just send you the money? Huh? Anyway...

So PlayStation 3 is a computer, right? Buddy? And... um... as such is exempt from the tax that the British government levies on games consoles... Hey!

Now *I know* that things didn't work out too well with PlayStation 2 (which, incidentally is *definitely still a computer*) and that I had to pay millions in tax after it was classified as a games console (despite me hastily putting a version of Basic in the box in order to trick... er, I mean *convince* you that is was (and IS) a computer, but things are different this time. PlayStation 3 is DEFINITELY a computer. Right? Look. Here are ten things that we're going to do to make it appear to be a computer. Because it is a computer. Definitely. Right?...

1) IT'S REALLY BIG AND HEAVY Look at the freakin' thing. It's huge. Call that a games console? No way!

2) IT'S EXPENSIVE Can you imagine trying to sell a games console for £425? Exactly.

3) IT'S EXPANDABLE How? Oh, I dunno. Maybe you can put some more RAM in it or something. But you can definitely expand it. Yes.

4) IT'LL CRASH LIKE A BASTARD Yeah! It'll be really unreliable and keep showing that blue screen of death. JUST LIKE A COMPUTER.

5) THERE'LL BE LOADS OF PORN ON IT. Loads. Absolutely steaming with the stuff. Like a computer. See?

6) TEN MINUTES AFTER YOU BUY ONE IT'LL BE OBSOLETE Sound familiar? Yeaaah.

7) WE'LL KEEP UPDATING IT Because we'll release it before it's finished, we'll have to keep updating it. Penny dropped yet?

8) IT'LL HAVE A KEYBOARD AND A MOUSE We'll definitely show off a keyboard and mouse for it at some stage. And will definitely put them on sale. At some stage. Definitely.

9) YOU CAN SURF THE NET ON IT Whoa! Just like a computer.

10) YOU CAN PLAY BRILLIANT GAMES ON IT Which means it can only be one thing: a games conso... oh bugger...

All the best. Huh?

Kenny K

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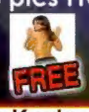

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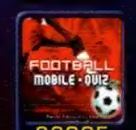

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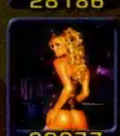

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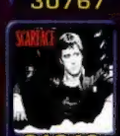

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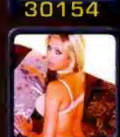

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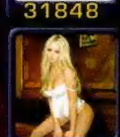

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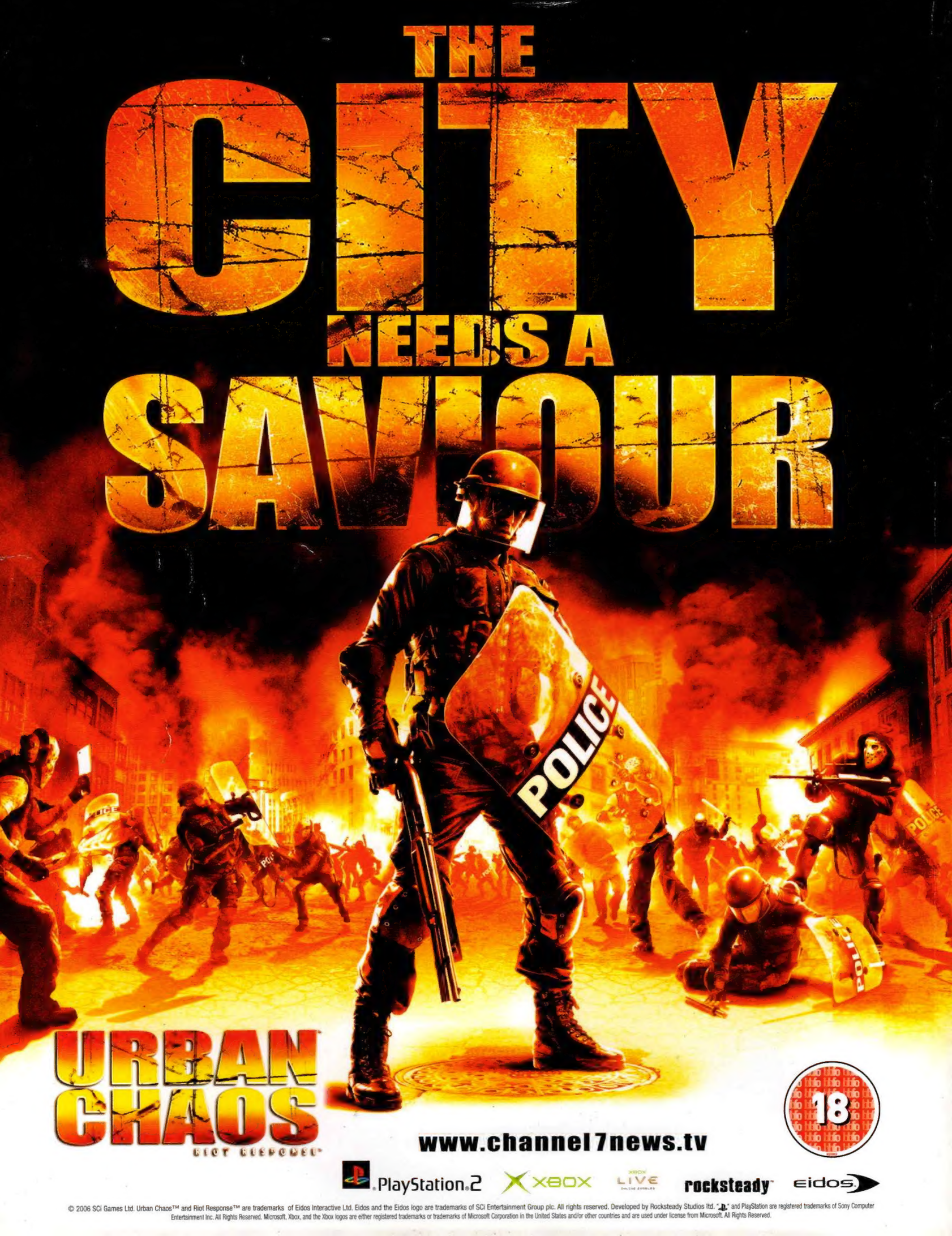

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